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SONIC ADVENTURE 2

Hands on with Sonic's GC debut

p16



p80
GameCube
Launch Details
Date, Price &
Games

Mario's platform classic is now in the
palm of your hand. First play inside...

SUPER MARIO ADVANCE 2

TUROK EVOLUTION

Exclusive
first shots

p82



GOLDEN SUN

Link beater
reviewed

p24



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Nintendo 3

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OFFICIAL MAGAZINE

CONTENTS

Super Mario Advance 2

We show you...

- Lovely levels
- Gorgeous graphics
- Your favourite characters

Hold tight, Mario fans... here it is! Join us for a fantastic first look at the hotly anticipated sequel to Mario's first GB Advance outing.

- First ever GBA playlist
- All you need to know

Go to page 6



Sonic Adventure 2 Battle

Go to page 16

Sega's spiky blue hero is finally speeding onto the Nintendo GameCube, and we've got the lowdown on his monster game.



GAME NEWS

✓ New games ✓ First and best

007 Agent Under Fire, 18 Wheeler, Broken Sword Shadow of the Templars, GameCube Launch Details, Resident Evil, The Scorpion King, Sheep, Soccer Slam, StarFox Adventures Dinosaur Planet, Tony Hawk's Pro Skater 3, V-Rally 3, Vexx, WWF Wrestlemonia XB, Turok Evolution

Go to page 80



REVIEWS

Go to page 24

✓ Every new game out this month

Golden Sun p24 ▼

Time to get your adventuring hat on as the biggest GB Advance RPG yet comes to town.



Mortal Kombat Advance page 30

The now-soaked classic gets shrunk to fit on GBA.

Monsters, Inc. Page 34

Frightfully good fun with this monster movie tie in.

Midnight Club page 36

Hit the gas and get to grips with some hardcore illegal street racing.

Plus! Eight pages packed with GB and GBA Color reviews

including Prince of Persia, Eurofighter, Super League and Star Wars Jedi Power Battles. The handheld excitement starts on p.38.



BLAG FEST

We've got some ace prizes up for grabs this month

- Golden Sun GBA games
- Mewtwo videos
- Winnie the Pooh games
- Corinthian Pro Stars figures

Go to page 78

GAME GUIDES

✓ Play to win every time!

Advance Wars ▼ p66

It's finally got a release in the UK and we show you how to take over the world.



Official Tips page 58

We've got codes for Worio Land 4 and Mortal Kombat Advance. Come get 'em!

Your Tips page 82

Hos your tip or cheat won you a cool Gomerster Essentials Pock this month?

Your Scores page 64

Two brand new challenges await you!





Super Mario World

Super Mario Advance 2

Mario's back on the GB Advance in one of his most exciting and innovative adventures. Whether you're a retro nut or a Nintendo newbie, this is a slice of gaming heaven.

Game Info

By: **Nintendo**
Type: **Platformer**
Release: **12 April**

Nintendo masterpiece

Once you needed a Super NES to play this classic, but now you'll be able to enjoy it on the bus, on the train... even on the bog!

Super Mario Advance 2 on the GBA is a portable version of Super Mario World, the sizzling 16 bit smash that's become a true Nintendo masterpiece.

Bad boy Bowser has gone, and kidnapped the lovely Peach again, but, lucky for the plucky plumber, Mario is on hand to save her.

Even if you've played the original you can try something new by controlling Luigi instead of his big brother, and you'll even get the chance to try more Mario Bros. Classic multiplayer battles.

► Mazza has loads of new moves to try in Super Mario Advance 2. He can use this cape to glide over the levels.



What's on offer?

Mario's second platforming adventure on the Game Boy Advance features two games for your money, just like his first GBA outing. Super Mario World is the main adventure on this formidable cartridge, an awesome portable version of the Super NES classic. It's a spot on conversion of the 16-bit original, with a few subtle changes to make it worth the effort if you've played the game before. And as if that wasn't enough the cart also features the Mario Bros. Classic game where you and your mates compete to smash monsters.



▲ Fans of the original game will be weeping with joy when they see the GBA edition.



▲ You can own them up with your mates for Mario multiplayer.

Mario and Luigi

After watching the new opening movie, it's down to the island to begin your quest. But there's a big change in store.

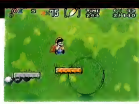
Unlike the Super NES version, you can now decide whether to play as Mario or his lanky little brother Luigi before each stage begins.

Each character has his own skills to help you find the secret areas and grab those... extra goodies as the dynamic adventure unfolds.

Mario and Luigi both come complete with crystal clear speech, just like their last GB Advance platformer. Let's say hello to the dynamic duo...

Mario

The older Italian brother is pretty enjoy when it comes to light situations and if you want to band on step pl. (stomach), Mario's your man. But if you prefer walking on your pants (stomach), you'll better off choosing little Luigi.



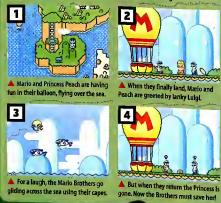
Disappearing act

Poor old Peach. She can't be left alone for a minute without Bowser kidnapping her, and it's the same old story in Mario Advance 2.

At the start, Mario and Peach are seen floating over the sea in a giant balloon to the sound of crashing waves.

As they land on the island they're greeted by Luigi, then both plumber brothers set off swooping across the island using their special capes.

But fun turns to disaster when the Brothers return as the pink Princess is nowhere to be seen and all that remains is her handbag.



On the buttons

Beating the Koopas and finding all the game's secrets isn't going to be easy, but at least the controls are simple to pick up. Even though the Game Boy Advance doesn't have A and B buttons like the Super NES controller, nothing has been left out. All the classic controls have been crammed onto the Game Boy Advance, and with our help, mastering them won't take long at all.

Pad

Move your character left and right and press down to duck out the way of oncoming enemies and monsters.

Buttons

When you're Super Mario you can send baddies reeling with a Spin Jump and smash your way through blocks to secret areas.



D Button

Make Mario and Luigi run faster and pick up objects. You can also punch Koopas and throw fireballs when you're Fire Mario.

B Button

To kill any of Bowser's cronies you'll need to bounce on their heads. This button will also help you leap across some giant gaps.

Crack the eggs

Super Mario World on the Super NES marked the arrival of one of Nintendo's most endearing characters.

March tongue licking, dino pal Yoshi made his debut in Super Mario World by bursting out of eggs, and he's back in this GB Advance edition.

Find the doe-eyed dinosaur and you'll be able to leap on his back and use his tongue to shoot out and gulp down baddies and Berries.

Also keep your eyes peeled for three coloured Yoshis who need to be fed to make best use of their different shooping powers.



▲ It's Yoshi the dino. Fide 'em, Mario!

▲ Yoshi can eat baddies in a flash.

Plumbers of all trades

Butt bashing baddies and prancing between perilous platforms aren't the only tricks which Mario and Luigi have up their red and green sleeves, you know. They've also got some extra skills.

Hit a Prize or Bonus Block and it will throw out a useful item. Just leap into the icon which pops out and your character will be transformed. Mario and Luigi can each use these special items and there are three different types to find on your travels. Let's take a closer gander...

Mushroom

Turn into Super Mario or Super Luigi with this item. You'll double in size and can take an extra hit before you lose a life.



Feather

With this you'll become Caped Mario or Luigi, allowing you to dive bomb baddies and fly above each stage to search for extra items.



Flower

Grab that orange flower and you'll change into a new pair of dungarees, enabling you to throw fireballs as Fire Mario or Luigi.



Places to visit

Super Mario Advance 2 takes place in all manner of different locations to test your mettle and fast reactions.

From slippery underground ice worlds to shadowy, dense forests, there are plenty of wacky worlds to get your teeth into. Each area has a boss castle to complete and only then can you progress to the next area. Let's go and have a look...

Donut Plains

This area is home to your first haunt at hours. These speak-filled bushes are home to some fiendish puzzles and things aren't always as straightforward as they first seem!



Vanilla Dome

Most up in this northern area, an snowglobe-like ice that's home to some disgusting critters. To soundproof it even makes it feel spooky as it echoes through the GB Advance speakers.



Cheese Bridge

Finding the game's secret Star Road is hard work, but you'll find one entrance to it if you discover the secret path on the bridge level. Just grab your cape and swoop under the goal for a surprise!



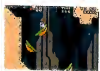
SUPER MARIO WORLD
SUPER MARIO ADVANCE 2

Yoshi's House

The little dinosaur's house is where you'll start the game. Unfortunately his shack is completely empty and Mario must find his pal before it's too late.

Chocolate Island

Now you're getting nearer to Bowser and Peach! Just be warned because the area's castle is not for the faint-hearted as it comes complete with circular saws, lava pits and spilled oil that'll make you slip!



Forest of Illusion

Wiggle-crappilins, Bob-ombs and Goombas all hide out among the giant trees of the Forest. You'll also find the... Blue Switch Palace if you look around hard enough.



Sinbad

beyond the veil of mists

featuring
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(THE MUMMY)
as the voice
of SINBAD

featuring the voices of
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Items to find

Scattered through each stage are loads of special items to find that will help you reach and rescue Princess Peach.

Some items will provide you with extra lives while others will give you the extra hand you need to negotiate perilous regions.

Finding all the items will take nerves of steel and some skillful manoeuvres on the buttons, but here's a starter of what you'll find...

Jumping Board

Use these Boards to leap over gaps and walls. Some Jumping Boards can be moved to other areas, allowing you to cross borderless castles and pits.



Grab Block

Some pipes are too far to reach, even for a Super Mario Jump. Grab one of these items and throw it to hit the Block and release your reward.



Berry

Grab a hungry little one, so swallow this wholesome fruit and your character will get an extra life if he chomps down on enough Berries.



Prize Block

Hidden inside Prize Blocks are the sorts of items which will make you smile. Coins, flowers and other powers will be yours if you find both one.



Switch Block

Hidden doors and secret exits are everywhere in the game. Many tucked away behind Impenetrable Blocks, so turn them into gates to find a way in.



Yoshi's Wings

Hiding Yoshi is only half the fun as you'll eventually find this pair of duo wings. Grab them and the deadly duo will be able to take to the air.



Hit the bar

At the end of each stage in Super Mario Advance 2 you'll be treated to a mini game in front of a moving gate.

The aim of this is to hit the tape as high as you can as the higher you connect, the more Gold Stars will be added to your total.

When your total clears 100 you'll be whisked off to a bonus game where you match rows of items for extra 1 Up Mushrooms.

Should you be clever enough to hit the tape while on Yoshi's back you'll even begin the next level riding your reptilian pal.



▲ Jump as high as you can at the end.

▲ Higher jumps give you better stuff.



▲ Tapping is crucial in this air mini game.

▲ Play the bonus game for goodies.

Unlock the door

The Map Screen may look pretty but it also holds the key to one of the game's secrets, so keep a careful eye on it.

Some course points are there that's a sneaky hidden exit and the all important keyhole and key to find.

The keys are generally tucked away in tight corners of the level, but find them and you'll be taken to an all new challenge.

Pick up the key, place it in the lock and you may be whisked off to strange new places, including the legendary Switch Palaces.



▲ You'll have to keep a close eye on the Map Screen to find these secrets.

▲ Don't forget to grab the keys or you won't be able to claim your prize.



▲ After using the key Mario is whisked off to a new area, perhaps a Switch Palace.

Roaming critters

You'll certainly have your work cut out trying to reach Princess Peach as there are some vicious monsters in your way.

Fans of the original will no doubt remember the best enemies and they're back with their pesky attacks to terrorise you once again.

Some are easier to beat than others and so we've compiled a guide to the game's crazy creatures and their enemy rating out of five...

★ Koopa

These mislaid of Bowser are everywhere. For extra points, jump on their back, grab the shell and throw it at a row of Koopas.



★ Piranha Plant

The plant with razor teeth is back, so watch out when you approach a pipe.



★ Boo Buddies

Watch out in the haunted houses as hordes of these ghosts attack in droves.



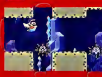
★ Sumo Brother

Watch out for these fumes throwing lanky legs as dodging their missiles is tough.



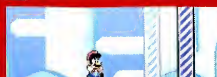
★ Urchin

Endless Urchins as you glide through the water is tricky. They often get to your way.



★ Chargin' Chuck

These sons of the porcupine love to charge and send you flying. Mind you don't slip off their helmets as you pound them into the ground.



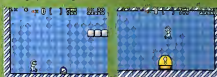
Switch on

Early in the game you'll notice outcrops of coloured blocks as you battle Bowser's beastly band of menacing mutants.

They may seem obscure but these boxes are the key to hidden areas of the game, but first you must turn them into Exclamation Mark Blocks.

To do this you've got to find the correct Switch Palace and hit the large colourful button at the end of this top secret area.

There are four coloured switches to hit including yellow, green, red and blue, so get your hunting head on or Bowser may be victorious!



▲ Switch Palaces are essential if you want to complete the whole game.

▲ Hit the large switch and you'll get the Exclamation Mark Blocks.



▲ Now the Map Screen becomes even more complicated.

Koopa clan

At the end of each area you'll come to a massive castle and you'll find giant Koopas waiting for you in the final room. They're vicious!

These henchmen of Bowser will throw everything at you including fake doorways and fiendish traps that are hard to avoid.

Once you've reached the end of each castle you'll be faced with a specific Koopa, but remember that three hits is enough to defeat them.



▲ The Koopas are challenging, but it only takes three hits to defeat them.

▲ Just keep a cool head and you'll destroy the Koopas in no time at all.



▲ When you defeat a Koopa, go outside.

▲ You'll see the evil ferocious culprit!



▲ All the worlds look very different, making for a fun and exciting experience.

▲ Riding Yoshi gives Mario extra powers, adding more fun to the proceedings.

Stars light the way

One of the biggest secrets in Super Mario Advance 2 is Star Road, which is cunningly hidden away with five entrances.

Each stage on the Road has a tricky puzzle to solve and will certainly push your jumping and baddie bashing skills to the limit.

The course points on the road are highlighted in red so, like other levels, there's a secret exit hidden on each stage.

Just be careful not to charge through the normal end of level gate otherwise you won't be able to progress down Star Road.



1 ▲ Finding Star Road is a challenge, but Mario sure won't be able to resist.



2 ▲ Don't just charge through the normal end of level gates as you'll miss it.



3 ▲ Star Road is a wonderful area of the game. If you played the Super NES version, it's still worth playing Super Mario Advance 2 to have a shot at it.



▲ Some levels are set underwater, giving Mario a chance to practice his swimming moves.

Classic battling

Like his first Game Boy Advance title, Mario's portable platforming sequel contains more classic Mario Bros. battling.

Once again up to four players can connect using Game Link cables with the aim of flipping critters onto their backs and booting them off the screen.

Link up battling in the

original Super Mario Advance was a little disappointing and unfortunately it's much the same this time.

When four people are playing the screen is much too cluttered and trying to keep track of the frantic action is incredibly frustrating.



▲ When four people play, it's much too confusing.



▲ The aim is to flip critters onto their backs then kick them off the edge of the screen.



▲ There's more variety in the levels, but the action's hard to follow.

We think...

It may be a portable version of the Super NES classic, but this is still one of the greatest platformers of all time. With subtle changes and more multiplayer battles, both mature and younger Mario fans will love every minute.



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Sonic

Adventure 2 Battle

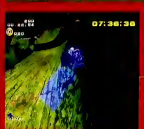
Game Info

By: **Infogrames**
Type: **Platform**
Release: **3 May**

No, your eyes aren't deceiving you... you're looking at a Sonic game on a Nintendo console! Sega's über mascot is coming to the GameCube and he's brought along a few of his mates.

The Hedgehog is here

It's a sight that most Nintendo fans thought they'd never see, but Sega's champion is making his way to the GameCube! Sonic Adventure 2 Battle is a direct port of the Dreamcast game which was released last year, but the fact that it's on a top N console is remarkable. But if you're expecting a side scrolling platform adventure, then get ready for a surprise: Sonic Adventure 2 Battle is fully 3D, and it's huge. You'll get the chance to play as the good guys or the villains and race your way through some beautiful and colourful worlds. Let's go!



▲ Sonic's so fast he can race down the side of vertical skyscrapers.

◀ If you double tap the action button Sonic performs a vicious attack and becomes a blue streak.



What's going on...?

Explaining what's happening in Sonic Adventure 2 Battle is far from easy, and that's because there are two sides to the story. At the beginning of the adventure you have to decide whether you want to play as Sonic and good guys or Dr Eggman and his motley crew.

Choose the blue streak! Hero team and you'll take charge of Sonic, Knuckles and Tails who are all trying to save the world. But up for the task and you'll be controlling Shadow, Dr Eggman and Rouge the Bat. The choice is completely yours...



▲ Choose to play as the good guys and you'll get to control Sonic's fiery mate, Tails.



▲ Shadow's definitely the coolest, even though he's bad to the bone.

Start with Sonic



If you choose to play as Sonic you'll be dropped right in at the deep end. For some reason, the military are on Sonic's tail and you've got to escape.

Can an insane dash across the city collecting golden rings, outmaneuvering monster trucks and avoiding the military's deadly robots.

At the end of this stage you also face with a boss battle where a Bigfoot machine is intent on flattening Sonic. A few facts is all that's needed to take the Bigfoot down, allowing the story to unfold. And it seems as if Sonic's troubles are all a simple case of mistaken identity.



▲ At the very start, Sonic escapes from an army chopper flying over the city.



▲ This cool scene where Sonic's chased by a monster truck is unforgettable.



▲ The Bigfoot machine is the game's first boss, but it certainly isn't hard to defeat.

Take control

There's so much going on in Sonic Adventure 2 Battle that you'd be forgiven for thinking that the controls are complex. Not so! Just take a look below to see exactly where you'll need to place your digits to complete the game.

Two +D Buttons

These can be used to rotate the camera left and right, essential for those tricky jumps and gaps.

3D Stick

The 3D Stick is used to move your characters around the lush levels. Being analog, it's easy to move your hero or villain as quickly or slowly as you like.

O Button

As you progress your characters will learn new attacks and moves. The action you choose to unleash can be performed with this button.

O Button

All our characters use this to jump, but pressing it twice in the air has different effects. Sonic will perform an attack, Knuckles punches through the air and Tails hovers in his robot.

O + O Buttons

These are the actual buttons. An arrow appears in the top right corner of the screen when an action can be performed.



The plot thickens

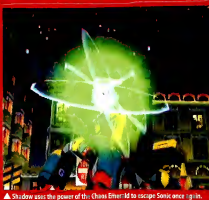
As the Bigfoot crashes to the floor, a dark figure appears on top of the stricken machine and confronts Sonic.

It's Shadow, a genetically engineered hedgehog who's joined forces with Dr Eggman to help the evil scientist in his cowardly plan to take over the world.

Shadow has to get the Chaos Emerald back to Dr Eggman and help him in his diabolical plan. This green jewel is a really powerful item. The plots of both Hero and Dark stories are interlinked and cross over at various points, although most of the levels are different in some way.



▲ Shadow catches the Chaos Emerald, making him even faster and powerful.



▲ Shadow uses the power of the Chaos Emerald to escape Sonic once again.

Take over the world

After playing through a few levels, Dr Eggman's wicked plot is finally unveiled and it's as evil as they come.

Dr Eggman's villainous grandfather was working on a secret project codenamed the Eclipse Cannon, an enormous gun capable of destroying entire planets.

Dr Eggman demonstrates the power of the gun by blowing the moon in half. As you'd expect, this causes people on Earth to race around in a panic, wondering what will happen next.

The villain then aims the Eclipse Cannon at the Earth, intent on destroying whole countries if his demands aren't met.

Dr Eggman's plan

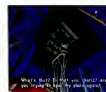
At the start of the Dark adventure, Dr Eggman breaks into a secret military base to uncover a machine his grandfather was working on.

After defeating hordes of military guards, Dr Eggman stumbles on the secret, and it's not what he expected. It's Shadow the hedgehog!

At first Dr Eggman mistakes Shadow for Sonic, but his own is soon resolved and Shadow agrees to team up with the portly villain. Together, and with the help of Rouge the Bat, they try to find the pieces of the Chaos Emerald so that they can rule the world.



▲ Dr Eggman Mars hundreds of army robots to finally confront evil Shadow.



▲ Shadow's military experiment, and a very impressive one at that.



▲ Dr Eggman is quick to harness the power of the gun.



▲ The Eclipse Cannon shatters the moon into a billion pieces.



▲ With such power, who will resist Dr Eggman and his armies?



HERO

Pick a team

It doesn't matter whether you decide to play the Hero or Dark story as the characters who you get to control are very similar. Choose Sonic's helpers and you'll have to collect the pieces of the Chaos Emerald to stop Dr Eggman and avoid the military pursuit. However, opt for the Dark side and you'll have to help Dr Eggman uncover the mysteries of his grandfather's legacy and ensure that his evil plot to take over the planet works. Let's take a look at the three main playing styles and see what you can expect from each team.



DARK

Sonic and Shadow

As you can imagine, the hedgehog sections of the game are incredibly fast and require split second timing. Playing as either Shadow or Sonic you have to escape the relentless advances of the military robots, a task which is easier said than done. Your main weapon is your speed but the hedgehogs can also perform a charge which can wipe out enemy forces. You can also get involved in a little Tony Hawk style grinding along rails performing crazy tricks and avoiding deadly obstacles.



▲ The levels which feature Sonic are fast and exhilarating. They're slightly bewildering, but exciting nonetheless.



▲ With his red and black spines Shadow looks a lot cooler than Sonic. He uses his special trainers to achieve blinding speeds.

Knuckles and Rouge

These two characters are the scavengers in Sonic Adventure 2 Battle. They're first seen having an argument over the Chaos Emerald before Dr Eggman appears and tries to steal it. However, Knuckles springs forward and shatters the Chaos Emerald, scattering shards across the land. And now you've got to find them! Both of these characters have the ability to glide so they can cover vast distances. They can also perform a Drill Claw attack to destroy crates. The areas you have to search are enormous, but luckily you have a handy sensor which flashes green, yellow or red depending on how close you are to the treasure.



▲ Knuckles can glide powerfully around the levels, giving players a real sense of freedom.



▲ The scavenging levels look lovely but the levels in battles, especially when the level's a huge.

Tails and Dr Eggman

If you like your videogames to feature a healthy dose of mass destruction, then Tails and Dr Eggman are the characters for you. Instead of running around on foot this pair are encased in giant walking robots armed with powerful rockets. When enemies appear, simply hold the button and move the 3D Stick around to lock a laser target onto your prey, then release the button to unleash homing rockets. If you lock on multiple targets you can score mega points and attain better grades.



▲ Tails has joined Sonic on many a quest, but this time he stays safely behind the controls of his robot.



▲ If you thought the scavenging levels were dull, well, now you try the blasting stages. They rock!

Sonic's little helper

If you're worried that you won't know what to do from time to time, then fear not. Help is on hand at every turn from Sonic's cute little guardian angels. Hovering Omochao are scattered across the levels. If you're stuck, all you have to do is walk up to one of the little fellows and give them a quick nudge. Omochao advice ranges from simplistic information such as how to use moves, to more complex advice on how to defeat bosses. Omochaos are also on hand to let you know what powers up when you collect them, making them useful buddies in the field.



▲ Nudge an Omochao to speak to him.



▲ Listen to the cat's words of wisdom.

Bring your mates

As well as a cracking one player game, Sonic Adventure 2 Battle features a whole heap of two player options for you to try. The selection of multiplayer games is good and they incorporate all the characters from the game, using their individual skills for different tasks.

If you're a scavenging fan then the Knuckles and Rouge Treasure Hunt challenge is for you. If you like collecting golden rings, then go for Sonic. And if you're mad about blowing your mates to pieces with deadly rockets, then the Shooting Battle is just the thing for you.



Treasure Hunt Race

If you dig the massive levels where you have to hunt for pieces of the Chaos Emerald, then challenge a friend to a Treasure Hunt Race.



Random Battle

If you're not sure what mood you're in then opt for the Random Battle option and leave the tough multiplayer selection to your GameCube.



Action Race Battle

Speed's the name of the game here, pure and simple. Only the fastest characters can take part in the Action Race Battle. Have you got what it takes?



Shooting Battle

Intense rocket action is the name of the game in this two player challenge. Choose from four robot characters and see who's the strongest.

11. Fantz is a trading name of InfoMedia Services Limited.

New Game Reviews

✓ We promise every game has been tested right through by our expert Nintendo players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

6-44 Real rubbish
45-64 Still not worth playing
65-79 Nothing too special
80-89 Pretty good, but not exactly great
90-100 Amazing game you must play!

Awsesome
Our **Awsesome** award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.



GAME BOY ADVANCE

10-14 Real rubbish
15-24 Still not worth playing
25-34 Nothing too special
35-44 Pretty good, but not exactly great
45-54 Amazing game you must play!

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Golden Sun

They said it couldn't be done as no handheld console has ever been powerful enough to cope with an epic, dramatic RPG on the same scale as *Legend of Zelda* or *Final Fantasy*. How wrong they were...



Game Info

By Nintendo
Price: £34.99
Release: 22 Feb
✓ GBA
✓ ADV
✓ DS



WE SAID "Golden Sun is promising to be a full on, top quality RPG, right up there with the likes of *Legend of Zelda* and the *Final Fantasy* series."

Beautiful game

10-14 Real rubbish
15-24 Still not worth playing
25-34 Nothing too special
35-44 Pretty good, but not exactly great
45-54 Amazing game you must play!



▲ Check out the amazing detail. You even leave a trail of footprints when you walk across the crisp white snow.

10-14 Real rubbish
15-24 Still not worth playing
25-34 Nothing too special
35-44 Pretty good, but not exactly great
45-54 Amazing game you must play!



▲ The tiny characters are brilliantly animated. They all have large, anime style portraits which appear when they talk.

Golden tales

The story is great, packed with many twists and turns.

The whole adventure begins when a young lad called Kyle is taken by his mother when their home town of Vire is about to be destroyed by an evil force. The tragic tale which describes the journey of this game, will change the lives of said and his young mother forever.

10-14 Real rubbish
15-24 Still not worth playing
25-34 Nothing too special
35-44 Pretty good, but not exactly great
45-54 Amazing game you must play!



▲ Get your hands on this... After this save, the game will be over.

20-24 Still not worth playing
25-34 Nothing too special
35-44 Pretty good, but not exactly great
45-54 Amazing game you must play!

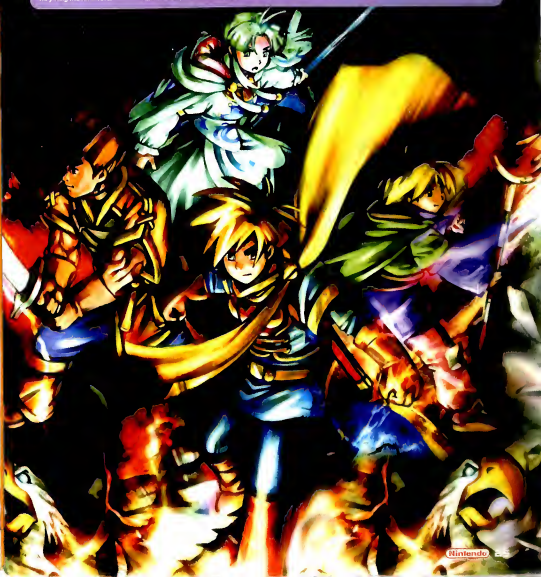


▲ The game is over. The game is over. The game is over.

30-34 Still not worth playing
35-44 Pretty good, but not exactly great
45-54 Amazing game you must play!



▲ Someone must stop them taking the game to the three lightstones of Vire as they hold the key to the fate of the world.



Nintendo 2"



Exotic locations

The lush graphics in Golden Sun are best illustrated by the various beautiful and intricate regions across Angara.

As you spend your way across the world map, playing moraines left and right, your quest starts to lead faster when you approach the next town. You're never quite sure what you'll find there but one thing for certain, it's going to be gorgeous.



▲ The serene scenes of Sun in one of our favorites. The blue citizens are all martial arts experts, and they live in picturesque villages on tiny island remnants. Don't it look lovely?



▲ Even if it's a head's up, this epidemic will just come back next year. Or...
▲ It's so freezing in said that all the villagers suffer from flu. By telling them how pretty their village is and they'll just come in for their flu.



▲ There's a lot of meaning for the players' lives in the story. The town of the sun has made the shop down from of the town. Just as the sun can have an enormous impact.

Shop 'til you drop

Golden Sun is a classic RPG in that each item must be found and crafted. However, it's also a game that's full of treasure and rewards. Here are some of the best items you can find in the game.



▲ A shop in the game. The shop is a place where you can buy items. The shop is a place where you can buy items. The shop is a place where you can buy items.



▲ A screenshot of a shop interior. The shop is a place where you can buy items. The shop is a place where you can buy items. The shop is a place where you can buy items.

Motor mouth

In order to progress through Golden Sun you must learn the value of social intercourse. Basically you need to talk to each and every living creature who you meet, provided they're not trying to kill you.

Some will have vital information, some will have problems for you to solve, while others will just offer advice. As with everything else in the game, the conversation interface is amazingly well designed and user friendly, with cute facial icons giving added emphasis to the chatter.



▲ Some of the conversation can be pretty funny and they'll also give you hints as to how to solve the next tough puzzle.



Tasty gear

Although you can always buy basic items and weapons at the village shops, most of the really useful goodies are to be found hidden away in the treasure chests which are usually in concealed corners of dungeons and other undesirable places. It's always worth taking time to look for a few extra items of a-japons and potions you'll want to be a bit of a hoarder. It's a bit of a hoarder. It's a bit of a hoarder.



▲ A screenshot of a treasure chest. The chest is a place where you can find items. The chest is a place where you can find items. The chest is a place where you can find items.



▲ A screenshot of a character's stats screen. The stats screen is a place where you can see your character's stats. The stats screen is a place where you can see your character's stats. The stats screen is a place where you can see your character's stats.

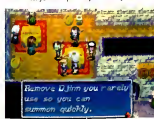


▲ A screenshot of a battle scene. The battle scene is a place where you can fight enemies. The battle scene is a place where you can fight enemies. The battle scene is a place where you can fight enemies.

Into the arena

The creators of Golden Sun on the Game Boy Advance really have thought of everything.

Not only have they managed to squash an almost flawless RPG experience onto a teeny tiny cart, but they've also thrown in an extra Battle Arena option which can be accessed via the Main Menu after you've captured your first Dynn.



▲ This is the arena entrance hall where you can chat to your fellow battle contestants and learn some tips.



▲ In the single player Battle Arena mode you can fight against a never ending stream of monsters who've already beaten in the main adventure.



▲ There's also a multiplayer facility where you can go head to head with a mate via a Game Link cable and battle against up to three of their party members.

Class is forever

Golden Sun brings a whole new system to the ancient art of this leveling up with the introduction of a class system.

Each character has a class that determines their stats and abilities. The class system is a new feature that allows you to customize your character's abilities and stats.



▲ A screenshot of a character's stats screen. The stats screen is a place where you can see your character's stats. The stats screen is a place where you can see your character's stats. The stats screen is a place where you can see your character's stats.



▲ A screenshot of a character's stats screen. The stats screen is a place where you can see your character's stats. The stats screen is a place where you can see your character's stats. The stats screen is a place where you can see your character's stats.



GAME LENGTH We're not just talking about visiting a few towns and killing a couple of monsters. The world is immense. You'll give up large chunks of your life to complete this quest.



Nintendo
OFFICIAL MAGAZINE

GAME SCORE

An epic RPG which is an addictive that your GBA will have to be proud from your fingers before you go to bed. Fools like holding a magical kingdom in your hand.

93%

Mortal Kombat

Game Info

By Midway
Price: £34.99
Release: 22 Feb

☒ **✔** FUN
☒ **✔** CHALLENGING
☒ **✔** REPLAY VALUE



Advance

WE SAID "When done right, MK games are up there with the best fighting titles."

One of the most enduring fighting franchises gets its GBA debut. Prepare to enter the Kombat arena.

More gore

When a definitive history of the most controversial video games of all time is written, *Mortal Kombat* will probably sit comfortably at the top of the gore heap.

The original *Mortal Kombat* arcade machine was released ten years ago and it caused quite a stir with its blood-soaked visuals and gruesome fatalities.

The latest round of *Kombat* for the Game Boy Advance is based on the recent Ultimate MK III arcade machine, and so it includes the most comprehensive list of *Kombattants* so far.

Having said that three classic fighters are missing, namely Sheeva, Johnny Cage and Raiden, but there are still 23 more to choose from.



▲ MK's certainly blood-soaked and it was once incredibly controversial. Now it just looks like a bad teenie movie.



▲ Choose one of the 23 fighters on offer and get out to the contest. But you can't choose Raiden or Cage. Booh!

Rising force

If you're new to this game series then you'll want to know what the hell's going on in *Mortal Kombat*. Allow us to enlighten you...

For centuries wise men have known about a dreadful place called The Outworld, a warped dimension populated by demons who are intent on controlling the Earth.

Shao Kahn, ruler of The Outworld, has invaded Earth and stolen the souls of all but the bravest humans.

Now the *Mortal Kombat* tournament has been staged between warriors from Earth and fighters from The Outworld. Only victory by the human forces can save the world.



▲ The Outworld is filled with all kinds of weird creatures who are intent on destroying mankind. You've got to stop them all.



▲ The huge boss Shao Kahn, shown on the right in this shot, is the demon behind all this inter-dimensional trouble. Defeat him and you'll save the world.

Level up

As in most fighting games, *Mortal Kombat* sees you taking control of beefed-up heroes to beat all the challengers who stand in your way.

There are four levels or towers to complete. Each successive tower has a greater number of opponents for you to fight.

You'll obviously have to master your warrior's controls and dusting special moves if you want to make it all the way through the game.

Whichever tower you decide to fight in, you'll always have to battle against the evil cantour Motaro and the mega hard boss, Shao Kahn.



LOOKS The fighting characters look as photorealistic as you'll get on the GB Advance. Unfortunately, the backgrounds are plain and dull.

What's the special?

The key to victory is knowing how to use all your fighter's special moves, and there are certain things which you must learn.

In MK ② and ③ are used to punch and kick, with the shoulder buttons being used to block and run. But these are just the basics.

Each character has a number of special moves for you to perfect. These really make the difference between winning and losing.

Because of the limited number of buttons on the GBA the combinations for these special moves are simple, allowing you to really let rip.



▲ Some special moves are your classic football style attacks. Shang Tsung has a wide range of projectiles at his fingertips.



▲ Other special moves allow you to take control of your victims. Ermac's telekinetic Slam is a good example.



▲ There are abilities which move you around the screen, such as Mileena's Teleport Kick.

Friend or foe?

Mortal Kombat may be famous for its fatalities, but don't be fooled into thinking that this beat 'em up has no sense of humour.

While they may sound grumpy and horrible, some of the fatality moves are actually quite funny to watch and give players a real sense of satisfaction.

There's also the opportunity to perform a Friendship move on your opponent. Instead of ripping their head off you'll actually do something nice. Let's take a quick look at some of the best Fatality and Friendship moves available in *Mortal Kombat Advance* on the GBA.



Kabal

Soul Scream
After defeating his opponent in battle the gruesome Kabal takes off his helmet and screams at the screen. He then roars at his opponent, causing their head to explode in a flash of red.



Jax

Giant Stomp
Jax, an incredibly tough looking ex marine, has the ability to grow in size for his fatality. Get it right and an enormous foot will appear from the sky and flatten your opponent.

Fatal attraction

Mortal Kombat is famous for two things, namely the gallons of blood spilt during battles and the game's gruesome fatality moves.

While it's obvious from our shots where the blood comes into it, the fatalities demand a little explanation for anyone new to MK games.

Fights are won on a best out of three basis, and the first warrior to achieve two wins takes the contest. But when you win your second round the sky darkens menacingly and a booming voice shouts 'Finish Him!'

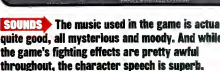
Now by pressing a specific combination of buttons you can subject your opponent to a brutal and gruesome end which could involve tearing their head off with your bare hands or squashing them like a fly.



▲ As in previous *Mortal Kombat* games, blood spatters around the screen during fights as if it's going out of fashion. We've said it now, though.



▲ When these words appear, it's time to do some real damage. Try ②, ③, ④ for Liu Kang's Flame Engulf.



▲ And there you get your helpless *Kombat* opponent is reduced to a charred mess of ash. One rail to you.

SOUNDS The music used in the game is actually quite good, all mysterious and moody. And while the game's fighting effects are pretty awful throughout, the character speech is superb.



Night Wolf

Raiden Morph
Raiden is a classic character from the first two *Mortal Kombat* games. He doesn't appear in this version unless you perform Night Wolf's Friendship move. Hello, Raiden!



Sektor

Ring the Bell
It's circus time for Sektor when he performs his Friendship move. A Test Your Strength machine appears and Sektor gives it a good clout with a mallet to ring the bell.

What do you want it for?

If you're one of those people who only buys games to finish them and brag to your mates, then *Mortal Kombat Advance* could well be a waste of 15 quid.

Completing *Mortal Kombat Advance* with the Earth warrior Liu Kang is much too easy, and with the default difficulty setting in place the whole game can be completed in under half an hour.

But that might be missing the point a little. To keep you coming back to the game time and time again there are 23 fighters to choose from, along with some hidden warriors to find.

Finishing all four Towers on all five difficulty settings with all of the characters is a mammoth task which could take you a lifetime to complete. Have you got the patience to do that...?



▲ Finishing *Mortal Kombat* once is the easy part. Take Liu Kang, alternate between high and low fireballs and you'll be squaring up to Motaro in no time.



▲ Fire all the characters have projectile special moves, meaning that it's harder to finish the game as certain warriors. Finishing this game entirely will take you ages.

Grand Master



▲ There are four Towers to get through, each with an increased number of opponents. It's a tough, tough task.



▲ In this edition you can knock foes through the roof of a fighting arena to appear in a brand new branching room.



▲ Not surprisingly the chilly blue ninja, Sub-Zero, uses missiles of pure ice to freeze his hapless opponents.

Not too clever

Perhaps the most important thing in any fighting game is the enemy's Artificial Intelligence. It can make your gaming experience heavenly or hellish.

You don't want to fight a lemon who just stands there and lets you pound them. On the other hand you don't want an opponent who won't let you get a kick or punch in. In *Mortal Kombat Advance* you get a mix of both but nothing in between.

If you keep your opponent at a distance with fireball type moves you'll win easily. But let them get close and you'll be dead before you know what's hit you.



▲ Keep your opponent at a distance and you'll win.



▲ If they back you into a corner then you could be in trouble. It's hard to escape this sort of onslaught.



▲ Learning to duck and block is always good. This makes defeating Motaro and Shao Kahn much easier.

Nintendo OFFICIAL MAGAZINE GAME SCORE

Mortal Kombat Advance looks good and the speech samples are excellent, but the title is sadly lacking in the playability department. This whole GBA game just feels a little bit rushed and sloppy.

64%

GAME LENGTH Game length is completely dependent on what you want to do. We finished the game on the hardest setting in less than half an hour but, if you want to see all the endings, it could take ages.

MAKE MUSIC ON THE MOVE.

GB + PKT MZK = MOB MZK 4U
MIX, CUT, SCRATCH, EDIT, LISTEN!

FEATURING 'MY NAME IS'
ORIGINALLY RECORDED BY EMINEM.

POWERED BY
Nintendo

Rage
MUSIC

GAME BOY ADVANCE **GAME BOY COLOR**

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Nintendo 35

Midnight Club

Game Info

By Destination
Price £34.99
Release: Out Now



While the world sleeps, the boy racers come out to play. They destroy anything that gets in their way, hoping that one day they might join the Midnight Club.

WE SAID "With its unconventional action and crisp graphics, we're hoping for big portable thrills when Midnight Club is released."

Born to be wild

Forget boring tracks and organised racing because the makers of Midnight Club have something a little more exciting on offer. You play the role of a bored New York cabbie who's challenged by a

passing boy racer called Emilio Sanchez. If you manage to keep up with him you might be offered the chance to join the most dangerous racing organisation in the whole world, the Midnight Club.



▲ Every single time you collide with another car or a building your vehicle will sustain damage.



▲ Making out how to weave through traffic is a skill you must learn, otherwise you'll lose sight of your opponent.



▲ When racing against a group you've got to pass by the flag, changing their colour from yellow to red.

Wide open spaces

Midnight Club starts on the famed streets of the Big Apple, before progressing to the more familiar confines of London.

One of Midnight Club's major selling points is the open ended layout of the cities. All the roads in each city are open to race along and it's up to you to discover the best path to victory by using your driving skills to find shortcuts, hidden alleys and alternative routes.

All the action is viewed from a top down perspective which works great, highlighting the cool lighting effects which feature throughout the game.



▲ The idea is to follow the green arrow. Unfortunately it's a little unreliable and occasionally sends you the wrong way.



▲ When cruising around the green arrow will guide you towards a Hook Man and the promise of a long, hard chase.

LOOKS Despite being set at night the game is colourful and easy to see, with some nice lighting effects and a fair degree of detail.

Wanna race?

Races are found by cruising around the city on the lookout for cars with a triangle above them. These cars are called Hook Men, bizarrely enough.

By following them for a set amount of time you can earn the right to race that car's crew of racing buddies. If you do well enough against them you'll get a mobile phone number which allows you to challenge the gang leader to a one on one race.



▲ Before you start looking for a race the game displays all the Hook Men operating in the area. All you have to do is find these characters.



▲ When you first start chasing a Hook Man the triangle is red, as you get closer it turns yellow, before changing to green when you're nearly won.



▲ Racing a pack of drivers is tough as there's still loads of traffic on the road, getting in your way.



▲ Once you've beaten the pack to the chequered flag you're given the gang leader's mobile number.

GAME LENGTH Unlocking all the different vehicles is a mighty task. Unfortunately there's a little too much aimless driving in this title and the races aren't as white knuckle as we'd like.

What's in the garage?

If you manage to beat fellow competitors in one on one races you'll win their precious cars. There are 42 different cars to win in Midnight Club, meaning that there's a hell of a lot of races to burn through. Here's a look at some of the cars on offer in the game...



SOUNDS Music wise, it's a poor showing with tunes more at home on a Game Boy Color. Things pick up slightly with the sound effects, although a little more variety would have been nice.

Arcade tricks

The Arcade mode is a hefty challenge with long periods of driving around aimlessly on the lookout for action. But once you find someone to follow the chases can last for ages. But if you want to get down to the business of racing then the Arcade mode is perfect. Here you can choose to race any of the individual drivers unlocked in the Career mode or go up against a group of rival drivers, racing from flag to flag until you reach the finish line.



▲ Watch out for the cop cars. If they see you driving illegally they'll be onto you in a flash, blocking your route.



▲ The pack races are the most fun, especially as you don't know where the twisting route will take you.



▲ More often than not there will be a sn-a-track blocking your path to the chequered flag.

Nintendo
OFFICIAL MAGAZINE
GAME SCORE
A really cool looking game that has an above average visual style. The idea behind this title is quirky too, but as a racing game there isn't enough excitement to make it into a true winner.

80%

Pocket Music

Game Info

By Raze
Price £34.99
Release Out Now
Platform GBA
Genre Music

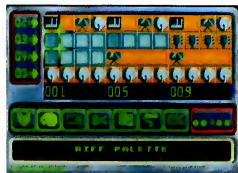
If you want to be a musical maestro you'll have to start somewhere, and you could do a lot worse than slamming Pocket Music into your GB Advance.

WE SAID "With loads of samples and the ability to create your own sounds, Pocket Music should provide endless fun for budding songsmiths."

Into the groove

With so much crap cluttering up the Top 40 music charts every week, it's no wonder that most people think they could do better. And with Pocket Music you can do just that! The game comes loaded with over 500 music samples and six different channels to create masterpieces.

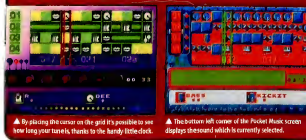
So whether you're a four on the floor, Dave Nave style music fan or a lover of all things rock, then Pocket Music can help get those tunes out of your head.



▲ The makers have gone to great lengths to make the game as simple as possible.
▶ Pocket Music on the Game Boy Advance comes ready loaded with tunes by the game designers, including a pretty fine version of my Name is by Enigma.

Grid based tuneage

With six channels at your disposal in Pocket Music it's possible to have six different sounds pumping out at once, making for some complex and intricate tunes. Despite having all these complex features the game's laid out incredibly clearly, making it a joy to use. Each channel runs from left to right, broken down into bars, with four spaces between each bar. There's also a choice of seven different skins, each offering a distinct visual style.



▲ By placing the cursor on the grid it's possible to see how long your tune is, thanks to the handy little clock.

▲ The bottom left corner of the Pocket Music screen displays the sound which is currently selected.



▲ This shows the hands in the air breakdown before some slowly bass purges the speakers.

LOOKS The grid system and menus work a treat, making what could have been a complete nightmare into a pleasure to use.

A bit quiet

There's one major let down in Pocket Music. The sound, even on the GBA's highest setting, is too low and it gets worse if you're listening in noisy conditions. The only way to get decent sound is to play your GBA through a stereo, but that defeats the point and shrouds your composition in a horrible hiss.



▲ Because of the limitations of the software it's not possible to adjust the levels of individual channels.

SOUNDS For choice and flexibility of sound, Pocket Music is simply amazing. However, the general sound level is just too low, especially if you're listening to your GBA somewhere noisy.

How to be a pop star

Here's how to make beautiful music on your Game Boy Advance...

Select a riff

There are six categories of sound, including Drum and Bass, Techno, Electronic, Hip Hop, Rock and Breakbeat. They're accessed by pressing the **SELECT** button. Once you've chosen the sound's stored in your Riff Palette so that you can access it easily.

Put on the grid

Once a sound or riff is selected in Pocket Music it's placed on the grid using the **SELECT** button. Some of the sounds you'll use will only take up one square, while some others can cover an entire bar, depending on how long the sound lasts.

Alter the sound

If you really want to make something truly original you need to head for the Riff Editor. Here you can combine hundreds of sounds to create new riffs. You can alter the order of the notes, add effects, and then use the new riff for your tune.

Cut and paste

Once you've created a bass or drum track, the chances are that you'll want them to run for a while. Rather than filling in each square it's possible to copy a section and paste it elsewhere. This really cuts out the boring bits in making sweet music.

GAME LENGTH This game will last as long as your musical imagination, with an almost unlimited amount of replay value.

Nintendo
OFFICIAL MAGAZINE
GAME SCORE

The coders have squeezed a load of music onto this tiny cart which should be eating up a serious chunk of your life, but the GBA's tiny sound lets down this cool piece of software. A missed opportunity.

80%

European Super League

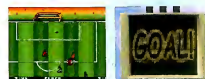
By Virgin Interactive Price £24.99 Release Out Now
Two player - two cart X Two player - one cart X

Football games are now a regular fixture on the Game Boy Advance and European Super League is the latest addition to the GBA's ever expanding soccer catalogue.

Choose one of Europe's best teams from the 12 on offer and take them on to Euro glory in the Arcade or Tournament modes.

The game can be played from an isometric point of view or from a top down perspective. Unfortunately, neither is particularly good.

The teams included, such as Liverpool and Real Madrid, all have correct player names but they're out of date and there are no subs.



▲ The top down view in European Super League is incredibly colourful, a little lacking in detail. We're not sure what the keeper is doing.

▲ Although the game has lots of nice little touches which add extra realism, the outdated player names make it seem rather silly.



▲ The realistic detail on the kit is impressive and the menu screens look nice. Just a shame about the rest of the game, though.

▶ The isometric view looks good, but it's not exactly a joy to play.



▲ In this view the players look ridiculous, the game runs at a snail's pace and controlling play is tedious.

GAME SCORE 4.8%

Star Wars

WE SAID "Let's hope that this GB Advance edition is better than GB Color Star Wars titles."

Game Info

By THG
Price: £34.99
Release: 8 March



Jedi Power Battles

If you think you can do better than Obi-Wan it's time to make mincemeat of the Trade Federation.

Relive Episode One

Taking its cue from the Star Wars Episode One movie, Jedi Power Battles gives you the chance to fight like a true master of the Force. With your trusty lightsaber in hand you must chase it out with the Trade Federation which has blocked supply routes to the planet Naboo. Star Wars nuts will instantly recognise all the levels in this adventure as you get the chance to fight on Theed, Tatooine and Coruscant. You'll have to smash your way through hordes of Battle Droids and Tusken Raiders before the final showdown with Darth Maul.



▲ Use the power of the Force to take out the invading Trade Federation troops.

▼ In addition to Obi-Wan and Qui-Gon Jinn, you can control Mace Windu.

► You'll have to scrap it out across the galaxy to find Darth Maul. Even Yodahe isn't safe from this evil dark side!



Lightsabre masters

There are three powerful Jedi Masters to control in the game and you'll recognise each of these characters from Episode One. Each lightsabre specialist has the same basic attacks, but each individual

has their own Force move to help you inflict extra damage on your foes. 1 perform a lightsabre sweep hitting 2 jumps and 3 will also deflect enemy fire with your weapon. Let's check out the warriors...



Qui-Gon Jinn
He is and is the leader and his Force attack blows out powerful bolts of energy. These moves didn't help him see the end of Episode One, though.



Obi-Wan Kenobi
Obi-Wan Kenobi may be Qui-Gon Jinn's young apprentice but, thanks to his devastating lightsabre lunges, nothing stands in this Jedi's way.



Mace Windu
Mace Windu is a member of the High Council who can let fly with a glowing lightsabre attack to help destroy the Trade Federation warren.

LOOKS Character animation is good, but the isometric viewpoint can ruin attack plans.

Sci fi battlegrounds

As the Trade Federation enemies in this game aren't too smart, Jedi Power Battles is much too easy to complete. Enemy troops only fire intermittently and, even when you get so close that you can look them square in the eye, they tend not to react. Enemies are also spaced out, giving you time to plan attacks. And if there are so many open spaces you can often just run past foes!



▲ Gun-wielding Trade Federation troops appear everywhere in the game, but they're such rubbish shots that it's dead easy to avoid their inaccurate attacks.



▲ Some enemies don't react even when you're right up close. It feels like cheating to chop 'em with your 'saber.



▲ The levels are so big that there are acres of space to run around in and completely avoid your enemies.

SOUNDS Orchestral music and lightsabre effects bring the world of Star Wars to life.

GAME LENGTH The lightsabre attacks are fun for a while. But when you realise just how dumb the enemies are you can complete the game quickly.

Nintendo
OFFICIAL MINORING
GAME SCORE

Jedi Power Battles is definitely the best portable Star Wars title since Episode One Racer on the Game Boy Color. However the incredibly easy gameplay, stupid enemies and frustrating camera angles will leave you feeling short changed.

70%

Tom and Jerry The Magic Ring

By THG Soft Price: £34.99 Release: 8 March
Two player - two cart X Two player - one cart X



Classic cat and mouse capers come to Game Boy Advance in a colourful double bill of action cartoon platforming. Our mouse friend Jerry has got a soccer's ring stuck on his head and he must find a potion which can give him the power of a cat. Play as Jerry or Tom as you try hunting the character down by scrapping your way across town, down sewers and in houses. Despite cartoon games the isometric view makes it hard to judge when and where to attack. The lack of a time limit makes it easy, too.



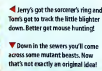
▲ Colourful storyboards help to move the plot along. Shame they don't move and there's no sound.



▲ As Tom or Jerry you can pick up items to check at your feline foes, from plates to bottles and eggs.



▲ Jerry's got the soccer's ring and Tom's got to track the little hater down. Better get mouse hunting!



▼ Down in the sewers you'll come across some mutant beasts. Now that's not exactly an original idea!



▲ The feline enemies take a lot of effort to defeat, so keep attacking them and they'll die eventually.



GAME SCORE 72%

Mike Tyson Boxing

The ear chompin' king of the ring weighs in and tries putting the opposition on the ropes.



Game Info

By: Uki Soft
Price: £34.99
Release: 1 March
✔️ 100%
✔️ 100%
✔️ 100%



▲ There are loads of different boxers to choose from, but the safe money is on Mike Tyson himself.

WE SAID "Portable boxing games have never quite hit the mark, but with Iron Mike fronting this title it could be a GBA heavyweight."

Floor 'em

Mike Tyson is one of the biggest heavyweight boxers ever and now the champ is throwing his weight around on the Game Boy Advance. This top down boxing simulation puts you on the canvas as Mike Tyson himself or one of 16 different fighters for some punching and boxing encounters. The usual variety of boxing options is on offer, including a Showcase tournament and the chance to earn a prestigious boxing career in World mode. And if the thought of facing Mike Tyson in the boxing ring causes you to leave unsightly stains in your underpants, there's also a head to head mode where you can scrap a friend who probably isn't quite so scary.



▲ The game action is viewed from a top down perspective, giving you a bird's eye view of the brutal bashing.

Get some exercise

If you're here for the long haul, Mike Tyson is on hand to become your personal trainer and turn you into a champ. World mode is where the action takes place and you'll begin your boxing career at the very bottom of a very long ladder. The media will track your progress every step of the way and, by beefing up through workouts and sparring, you'll be able to prepare for a climb up the rankings. Only then can you prove your mettle against the toughest fighters and prove to all doubters that you're the hardest around.



▲ The media will watch you every step of the way, so make sure you don't lose any easy bouts.



▲ You can work hard and become the world's best boxer.



▲ The game is packed with lots of authentic touches, such as this fly poster advertising your next fight.

LOOKS The makers have opted for a top down view, which is a shame because your punches don't always appear to connect.

SOUNDS Speech has been used to bring the game to life and it does sound good, with satisfying punches that'll make you wince.

Weave across the canvas

Like in the real sport there are only a few moves to perform and offer a while, playing the game becomes monotonous. Q and O are your basic punching moves and you can either jab or wind them up to perform a devastating hook. Your boxer can also avoid punches by using the two shoulder buttons but you'll need to see which side the punch is being thrown from. The camera angle in the game rotates to keep you behind the action at all times, but playing bout after bout still becomes boring.



▲ You can dodge punches by using the Game Boy Advance's shoulder buttons.



▲ With only a limited number of moves, this game becomes tedious.

▲ Even Mike Tyson wouldn't be knocked out by this latest GBA effort.

GAME LENGTH World mode is where you'll get the most fun for your money and unlocking the extra fighters will keep you busy.

Nintendo
official Nintendo
GAME SCORE

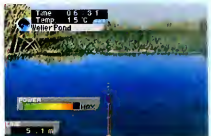
It may have a sporting legend on the front of the box, but Mike Tyson Boxing doesn't pack a punch in the ring. The fighting feels awkward and clumsy and it's really only a little for true boxing fans.

74%

ESPN Bass Fishing

By: Kenami Price: £34.99 Release: Oct Nov
Two player - two cart ✓ Two player - one cart ✗

The exciting world of championship fishing is coming to Game Boy Advance in the guise of ESPN Bass Fishing. You can participate in a professional tournament which takes you on a tour of packed lakes or, if you prefer, you can choose a particular lake and get to work on your fish snagging skills. The game also has a link up option for two player matches. Probably fun if you like fishing, but the slow paced gameplay will put most off.



▲ This is about as exciting as it gets. If you like the sport, you'll love the game.



▲ The fish graphics are great, but few Nintendoade fans get excited by this Game Boy Advance simulation. A game for people in the know, this one.



▲ There are all sorts of tactics to master, making the game good value for money. Fishing on the GBA? What next...? Darts Advance? Bar Stables Advance? One Man And His Dog Advance? Who knows!

GAME SCORE 66%

Monsters, Inc.

Game Info

By THQ
Price: \$24.99
Release: Out Now

GAME BOY **Color**
Nintendo



Frightening children isn't a job reserved exclusively for GB Advance players, you know. Let's have a look at how the GB Color handles Monstropolis action.

WE SAID "The Monsters, Inc. film looks awesome, so we're hoping that the GB Color title captures all the magic of the Hollywood movie."

Just like the movies

Monsters, Inc. is the brand new movie from Pixar Studios, the guys who brought you Toy Story. Now the company's famous film monsters are coming to a GB Color near you. In this sizzling Game Boy Color adventure you play the parts of Sulley and Mike, two hideous employees at the Monsters, Inc. factory who get into lots of bother when a human child called Boo infiltrates their mysterious world.

The first thing you'll notice when you slam Monsters, Inc. into your GB Color is that the game follows the plot of the movie very closely. Each level in this adventure is based around collecting items or saving children and there are loads of awesome cut scenes which help keep you up to speed with the monstrous action.

LOOKS Manages to cram all the charm and atmosphere of the movie onto the world's smallest handheld. The graphics are lively, detailed and there are some nice touches.

Pure platform fun

The action in Monsters, Inc. is your standard left, right and jump platform fare. If you're looking for innovation, you won't find any here. That said, the action's fast and furious and the whole game somehow feels right.

At its most basic level the game is a simple affair where you have to get from one side of a world to a door at the other. But sometimes there's more to do. In some levels you have to hunt for specific objects such as Mike's work papers, or pieces of a sledge in order to complete a special challenge.



▲ Mike's not very good at keeping his paperwork in order. He'll lose find his papers so he can go on to a hot date.



▲ Monsters, Inc. is a standard platform romp with the usual enemies to dodge and items to collect. But at least it's fun to play.



▲ As well as running and jumping, Sulley can also do the old lefty-righty dance. Grab that lock screen and get out of there.



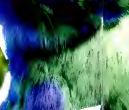
▲ Boo may be adorable, but all the creatures who work in Monsters, Inc. are terrified of her.



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Sulley switch

Both Sulley and Mike have individual skills and you'll need these special powers to complete the whole game. Big blue Sulley is huge and powerful, and so he can run and knock down doors. However, he's not so good at jumping. Although Mike runs fast, he isn't as strong as Sulley. However, he can perform a cool double jump to get to those hard-to-reach places. By simply hitting **START** you can switch between the two heroes and take full advantage of both of their skills to save the day.



▲ Sulley's big and strong. He can move objects around to help reach higher platforms.



▲ Mike isn't as tough, but he can perform an amazing double jump and soar high above Monstropolis.



▲ Learning to use both heroes is essential. Here, Sulley uses his strength to knock down a door.



▲ Look out for Clio! She's the agency official. They're deadly and can harm Mike and Sulley.

▲ Say hello to Sulley, the big blue one. Mike, the green one, and Boo, the kid. These three characters are going to rule the cinema so watch your back Mr. Patter!

Nintendo
official magazine

GAME SCORE

Monsters, Inc. for the GB Color is full of little surprises and has some really nice touches. We reckon it's a little better than the GB Advance version. If you're into platform games then take a look at this.

84%

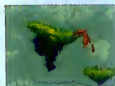
Pooh and Tigger's Hunny Safari

By Miroslav Price: \$24.99 Release: Out Now
Game Link X Infra Red X Game Boy X Game Boy Color X

Winnie and Tigger are throwing a party but they've got no honey. Tigger is sent to look for the honey pots they need to throw a great big bash.

The pots are hidden in strange places so you'll have to search high and low. Look out for the creatures who stand in your way, from vicious porcupines to dive bombing bees. They're tough!

This is a platformer for younger Nintendoists.



▲ Tigger hunts for the honey pots in a game which was made for younger players.

GAME SCORE 83%

Gremlins Unleashed

By Miroslav Price: \$24.99 Release: Out Now
Game Link X Infra Red X Game Boy X Game Boy Color X

Based on a movie which was released back in 1984, this is a simple platformer which looks good and plays well.

It's given a Mogwai for his birthday but the little creature soon spawns vicious Gremlins. Playing as either Gizmo the Mogwai or Stripe the Gremlin, you have to run around the levels collecting objects.

Gizmo collects sunglasses while Stripe has to grab water bottles. The game moves smoothly and the characters are small but perfectly formed. The action's slow but the controls are good and the animation is impressive.



▲ Stripe was one of the biggest movie stars in 1984. Wonder where he is now?

GAME SCORE 77%

Extreme Ghostbusters

By Miroslav Price: \$24.99 Release: Out Now
Game Link X Infra Red X Game Boy X Game Boy Color X

New York's fallen prey to a host of ghosts and there's only one team who can clean up the city.

So grab your PKE meter and Proton Pack and get out on the mean city streets. The game is far too chunky and jerky to be any fun and the awkward controls will put off most people.

There's not a lot of action either, the ghosts look bad and the Proton pistol is unwieldy. Avoid at all costs!



▲ Who's gonna cut? Certainly not this! If it's their next GB game it's awful.

GAME SCORE 55%

**WE SCARE
BECAUSE WE CARE**



GAME BOY ADVANCE™

GAME BOY™ COLOR

THQ

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**THE AWESOME
COLLECTION**

☑ Completely tested by our experts ☑ All the games you must have

What we're playing...

This month, we are especially liking...

Mortal Kombat 4

The Game: Boy! Advance version looks on—and thanks enough fighting mechanics in this N64 version to keep me going into the wire head hours. **MARX**



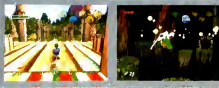
F1 Racing Championship

This new F1 season can't be trusted for away now I thought F1 got into the wrong of things with its action-packed and Nintendo 64 racer. **MSX**



Zelda Majora's Mask

Perhaps not as good as Ocarina, but it's the last glimpse of Link that we'll see in 3D. This new adventure 2D looks about like this one will hold its own against the best. **TIM**



Pokémon Puzzle League

■ PRICE £49.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

Pokemon makes Tetris Attack, and puzzle fans should rejoice. Connect tetris and virtual balls either on your own, or with a pal in 2D 3D mode.

Why it rocks

It's simple to pick up and play, and it's a treat to look at, too. Hoops of options and some gamewares will have you back looking for ages and ages!

EXPANSION PAK
MEMORY PAK
REMOVABLE PAK



Pokémon Stadium

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's the great fun that you battle your best friend's Pokémon in stadium 3D mode of playing. It's a great fun to play.

Why it rocks

It's the great fun that you battle your best friend's Pokémon in stadium 3D mode of playing. It's a great fun to play.

EXPANSION PAK
MEMORY PAK
REMOVABLE PAK



Pokémon Stadium 2

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

The pocket monsters are back in all their 3D glory in this sequel. It's a great fun to play.

Why it rocks

It's the great fun that you battle your best friend's Pokémon in stadium 3D mode of playing. It's a great fun to play.

EXPANSION PAK
MEMORY PAK
REMOVABLE PAK



Premier Manager 64

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

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EXPANSION PAK
MEMORY PAK
REMOVABLE PAK



Quake II

■ PRICE £49.99 ■ PLAYERS 1-3 ■ GAME SCORE 91%

The lowdown

A new step forward for Quake II, but it's the multiplayer that will really get you going. Play your mate and the game becomes a high pressure, double of every action and team strategy.

Why it rocks

It's the great fun that you battle your best friend's Pokémon in stadium 3D mode of playing. It's a great fun to play.

EXPANSION PAK
MEMORY PAK
REMOVABLE PAK



Rayman 2

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 91%

the lowdown

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Why it rocks

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EXPANSION PAK
MEMORY PAK
REMOVABLE PAK



Resident Evil 2

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 94%

the lowdown

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Why it rocks

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EXPANSION PAK
MEMORY PAK
REMOVABLE PAK



Ridge Racer 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

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Why it rocks

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EXPANSION PAK
MEMORY PAK
REMOVABLE PAK



Rocket Robot on Wheels

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

the lowdown

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Why it rocks

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EXPANSION PAK
MEMORY PAK
REMOVABLE PAK



Shadow Man

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 93%

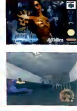
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Why it rocks

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EXPANSION PAK
MEMORY PAK
REMOVABLE PAK



South Park

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

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Why it rocks

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EXPANSION PAK
MEMORY PAK
REMOVABLE PAK



South Park Rally

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

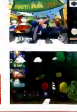
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EXPANSION PAK
MEMORY PAK
REMOVABLE PAK



MEMORY

256k
■ Nintendo
■ £14.99

Not cheap but this memory card will never let you down, and it's not for the ag... 64k has been going for years making it a sure bet to store all your high scores.

8 meg
■ Blay
■ £14.99

A massive amount of saving space for your cash. This is capable of holding all your high scores, save points and game info. Our extensive tests show it to be very reliable, too, with no loss data up to now.

1 meg
■ Logic 3
■ £5.99

Very cheap and surprisingly reliable. You can also get a 256k pack for an incredible £2.99, which is a total bargain in anyone's language. Works good, too.

256k
■ Gamster
■ £9.99

The same capacity as the official pak but this one's as cheap as chips. Reliable enough to see your most precious games. If you've got a bit of money to throw around, there's a 1 meg card for £7.99.

1 meg
■ Joryth
■ £9.99

It's not bad and it saves your game data. It's a generally reliable memory card, and we think a winner in a decent price for a meg's worth of data storage. A very wise choice for gamers in the know.

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Star Wars Episode 1 Racer

■ PRICE £49.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown
They made an entire game based on the awesome pod racing scene in the *Star Wars* movie. Super fast races and loads of futuristic cars.

Why it rocks
Use the Force! Speed up, upgrade. Our Racer really manages to capture the spirit of the *Star Wars* films, not only in the driving but in the awesome character experience.

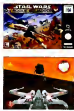


Star Wars Rogue Squadron

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown
As the *Star Wars* game everyone wanted to see, and it'll capture the essence of the movie. It's a great game to play, and it's a great game to watch.

Why it rocks
From the famous landing story in the first to the amazing Star Wars music, this is the game to play and watch. It's a great game to play and watch.



Super Mario 64

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 92%

The lowdown
Super Mario has changed the way we think about platform games. When it first came out, it was a real shock to see it. It's a great game to play and watch.

Why it rocks
It takes all the elements and charm of earlier Mario games and adds them with 3D platform fun. Amazing new games, great music and puzzles.



Super Smash Bros.

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown
The Nintendo All-stars brings their names to the stage for a moment. It's a great game to play and watch.

Why it rocks
And then fighting all your favourite characters, the speed of the game is electric. They are loads of fun fighting moves and awesome character moves.



1080° Snowboarding

■ PRICE £29.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown
It's a snowboarding game, and a real one. It's a great game to play and watch.

Why it rocks
The grinding soundtrack fits the action perfectly, and while other snowboarding games are just a few feet from the ground, this is a real snowboarder's game.



Tarzon

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown
It's a Tarzan game, and a real one. It's a great game to play and watch.

Why it rocks
It's a Tarzan game, and a real one. It's a great game to play and watch.



Tony Hawk's Skateboarding

■ PRICE £29.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown
It's a skateboarding game, and a real one. It's a great game to play and watch.

Why it rocks
It's a skateboarding game, and a real one. It's a great game to play and watch.



Turok Rage Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown
It's a Turok game, and a real one. It's a great game to play and watch.

Why it rocks
The game is designed for playing with your mates, and it's a great game to play and watch.



TWINE

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown
It's a Twine game, and a real one. It's a great game to play and watch.

Why it rocks
It's a Twine game, and a real one. It's a great game to play and watch.



WWF Attitude

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown
It's a WWF game, and a real one. It's a great game to play and watch.

Why it rocks
It's a WWF game, and a real one. It's a great game to play and watch.



WWF No Mercy

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown
It's a WWF game, and a real one. It's a great game to play and watch.

Why it rocks
It's a WWF game, and a real one. It's a great game to play and watch.



Who's who?

Love him or hate him, he's probably the most famous of all the 251 Pokémon. So let's take a closer look at the yellow peril, Pikachu.



It's the most famous of all the 251 Pokémon. It's the most famous of all the 251 Pokémon. It's the most famous of all the 251 Pokémon.

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STEERING



Top Drive Plus
■ Logitech ■ £59.99
This wheel offers excellent handling and it's got an awesome built-in rumble effect. All the buttons are easy to reach and the whole thing feels very sturdy.

Formula Race Pro
■ Thrustmaster ■ £69.99
This wheel will fit on your lap and it won't fall off. The pedals feel particularly good, while the handling is spot on. A good all-round wheel.

Shock 2
■ Guillemot ■ £39.99
A cheap looking wheel, but very responsive. The pedals are okay, though not as good as the Formula Race Pro. But it's a great price.



V3 FX Racing Wheel
■ Interact ■ £59.99
It's a top wheel although it's not as widely available as well like. But if you do find it you'll be impressed with its rumble effect and precise controls.

Race 64 Compact
■ Guillemot ■ £59.99
It's got Formula One style gear changing paddles and you don't need pedals. It also claims to be a little so it's dead steady as you bomb round corners.

Official Tips

✓ We promise that every single tip and cheat has been tested by our team of Nintendo experts. They will only tell you tips, hints and cheats that they know really work and that's guaranteed.

Hints, Tips and Cheats

Advance Wars p58
Doom p60
Mario Kart
Super Circuit p60
Mortal Kombat
Advance p59
Mortal Kombat 4 p60

Spyro the Dragon
Season of Ice p60
Super Mario Advance p60
Warrior Land 4 p59 and p60
Banjo Toxie p61

Your Tips

Ask us any Nintendo question... or tell us the answer for top prizes! p62

Your Scores

Are you a gaming god? Turn the pages and find out! p64

Advance Wars

If you've just got your hands on a copy of *Advance Wars* for the Game Boy Advance, take a look at our awesome guide for all the best hints and tips. You'll never lose a battle again with our help! p66

Advance Wars

First ever tips for this GBA classic!

Advance Wars should be part of every Nintendo fan's collection. The game shines brightly with that familiar Nintendo magic from the moment you switch it on, and it's certainly one of the most exciting titles on the GBA.

When you start the game there are only four Commanding Officers for you to choose from. Completing certain tasks will open up new Commanding Officers, but this is easier said than done.



▲ Use Andy to complete the missions Captain Drax, Naval Clash, Wings of Victory and Battle Mystery in Campaign mode to buy Duke for 10 coins in the Battle Maps screen.



▲ Complete mission four with Max and you'll see Gazi in the Battle Maps screen. Hand over 50 coins that you've earned from your victories and he'll be yours to use!



▲ If you want to unlock Karlbel, successfully complete all the missions in Campaign mode. Now go to the Battle Maps screen and he'll be waiting there for 50 coins.



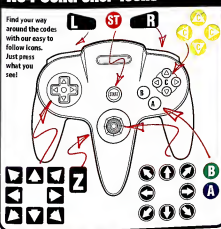
▲ The Field Training can take a long time to complete. If you're in a hurry to play the proper Campaign missions, simply select and complete the final training mission.



▲ To play Advanced Campaign Mode, complete the normal Campaign then buy the Advance Campaign here in the Battle Maps screen. Now hold **START** and start new game.

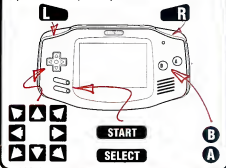
N64 Controller Icons

Find your way around the codes with our easy to follow icons. Just press what you see!



GB Advance Controller Icons

If you've got a Game Boy Advance, find your way around the codes with our easy to follow icons. Just press what you see!



Wario Land 4

Find those elusive Ruby Passage music CDs



The lead character in this GBA game is rather handsome, don't you think? Anyway, grab these CDs to listen to some groovy beats in the Music Room.

Wario Land 4 is as much of a treat for the ears as it is for the eyes, with loads of catchy tunes and entertaining ditties to listen to. Each level has a hidden CD which you can play in the temple's Music Room, and this issue we've dug up the Ruby Passage CDs. Rock on!



▲ **The Confused Fart**
 Esc right from the Portal Switch room. Go left of level place box at bottom and get flattened. Go left, fall to next screen and go right to find CD in box.



▲ **The Task Landfill**
 Scush through the hidden path below the third Jewel place that you find. The second TV on the floor from the top of this path can be smashed to reveal CD.



▲ **40 Below Fringe**
 After losing Portal Switch, go back to Portal. From there, go right up ladder, crawl through gap and drop down. Now reach black oil open passage to CD.



▲ **Pinball Zone**
 Just after the third room with black balls, stand on the slope and press **Q** to roll right. Now climb up to the left to the top to discover the grey CD box.

Mortal Kombat Advance

First ever tips for the latest GB Advance brawler



I like a bash on *Mortal Kombat* now and again to let off some steam with a Fatalities or two. Here's how to unlock more mean and moody characters.

The MK series has always been known for its gruesome Fatalities, and the good news is that the whole package has made it safely onto GBA. Most of the characters are selectable from the start, but completing certain tasks will unlock more deadly warriors for you to control.



▲ To play as Human Scorpion, play through and beat the tournament on Warrior difficulty. Now choose the Mystery box at the character screen.



▲ If you wanted to fight as Waters, win the tournament on the Starter difficulty setting. He'll now be available in the Mystery box at the character screen.



▲ You can unlock Shao Khan as a playable character by winning the game to the rock hard Spurious difficulty setting and winning the tournament. Can you do it?

Nintendo Top 5 GBA Tips

Last month Mario Kart Super Circuit was kicked from the top spot but, amazingly, it's reclaimed its crown as king of GB Advance games.

Mario Kart Super Circuit



Boost Start
To get a handy boost at the beginning of a race, press and hold the accelerator button halfway between the second and third starter lights. Go, go, go!



Snow Land secret path
Wet over to the outside of the second right bend from the start to see a small icy slip road. Go down here for more coins and a row of boosters.

Wario Land 4



Super Hard mode
Start a new adventure on the Hard difficulty setting and if you're skilled enough to finish it, a new Super Hard mode is available. Go on, you can do it!



Change the colour of enemies
In most levels you'll see small red enemies and harmless walkers that don't hurt you. Turn the floor and they will change colour like the floor itself.

Mario Advance



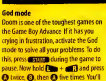
Extra lives on stage 1-1
Go to the upper level of the cave in level 1-1. Throw a plant to hit the 11 jumping enemies in a 1-1 up. Get down right before and repeat as many times as you like.

Spyro the Dragon



Open all levels
To open all portals without battles, hit the 11 jumping enemies in a 1-1 up. Get down right before and repeat as many times as you like.

Doom



God mode
Doom is one of the toughest games on the Game Boy Advance. If it has you crying in frustration, activate the God mode to solve all your problems. To do this, press **Start** during the game to pause. Now hold **C** + **D** and press **A** twice. Or, if you're lazy, you'll be invulnerable to both guns and acid.



When you start a level
When you start a level, hold **A** and **B** at the same time. This will activate God mode. Battle and the winner will play as a red skeleton. Only characters whose job is to kill.

Classic Corner

Mortal Kombat 4

We remember spending many joyous hours playing Mortal Kombat games on the Super NES. So, as you'd expect, we were really excited when Mortal Kombat 4 was finally released on the Nintendo G4 with fully three-dimensional graphics and brand new warriors. The Mortal Kombat series has just made its debut on the Game Boy Advance, and it's inspired us to take a look back at our favourite secrets in the awesome Nintendo G4 version.



▲ Enter Arcade Battle and start a new game. In the Group setting, new your name must let you win a battle. After the match, return to the Character Select screen.



▲ Now set up another new player. In the Group setting, new your name must let you win a battle. After the match, return to the Character Select screen.



▲ When you start a level, hold **A** and **B** at the same time. This will activate God mode. Battle and the winner will play as a red skeleton. Only characters whose job is to kill.

Most Requested

Banjo Tooie

Those geniuses at Rare made many great games for the N64, but Banjo Tooie was the best. But it's not on any easy game and the bosses are proving to be a little too tough for some. So here are some tips to help you emerge victorious in two of our favourite boss battles.



▲ The cunning, cunning Lord of the Rings boss battle. The cunning, cunning Lord of the Rings boss battle. The cunning, cunning Lord of the Rings boss battle.



▲ If you want to see the Lord of the Rings boss battle. The cunning, cunning Lord of the Rings boss battle. The cunning, cunning Lord of the Rings boss battle.



▲ In Banjo Tooie, the Lord of the Rings boss battle. The cunning, cunning Lord of the Rings boss battle. The cunning, cunning Lord of the Rings boss battle.

Being the only official Nintendo magazine in the UK, we want to bring you the best news and tips for the games you play every week. If you would like to see more of our content, please email us at info@nintendo.co.uk or write to us at Nintendo, 100, The Quadrant, Watlington, Oxford, OX12 9JF. We'll be happy to hear from you.

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| 3. GoldenEye 007 | 3. GoldenEye 007 | 3. GoldenEye 007 |
| 4. GoldenEye 007 | 4. GoldenEye 007 | 4. GoldenEye 007 |
| 5. GoldenEye 007 | 5. GoldenEye 007 | 5. GoldenEye 007 |

... (more games) ...

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Your Scores



Here's another chance to show your super gaming skills to the rest of the world. Official Nintendo 64 Controller Pads go to the winners.

This month's tough challenges

01

Wario Land 4

The Big Board, escape this level in the quickest time possible
Find the Key, race back to the Portal, press pause and get a picture of your time.
HINT! Getting big numbers on the counters will help. Patience pays dividends, you know.



▲ Can you escape The Big Board in super quick time?

02

Mario Kart Super Circuit

Bowser's Castle 4, 100cc, fastest time, three laps, Time Trial mode
This is the final track in Bowser's Castle and it's a real stinker. Are you the quickest racer around?
HINT! Get a good racing line and look out for the large number of tricky lava pools.



▲ Don't fall in the lava pool if you want to win.

This month's results in full

ISS (GB Advance)

Jason Kruger is going all the way to the World Cup finals with this score:

TOP BANANA

Jason Kruger, Slough

7-0

Pokémon Stadium 2 (NG4)

Sean Curtis must have the patience of a saint to get this score.

TOP BANANA

Sean Curtis, Dorset

100

02 Harry Williams, Preston

6-0

03 Nigel Dawson, London

6-1

04 Brian Scott, Peterborough

5-0

04 Stephen Francis, Hull

5-0

02 P. Fowey, Evesham

90

03 P. Brown, Staffordshire

80

04 P. Hall, Cambridgeshire

79

05 P. Brown, Nottingham

75



Oi, cheaters. No!

All these tough Nintendo challenges are set for true gamers. However, we still get entries from filthy cheaters every month.

These include American and Japanese racing game entries. You can't use any codes to help you get good scores unless we say you can. Sneaky cheaters MAY get away with it, but do you really want to risk wasting your time and being disqualified? We thought not.

What to do

You can enter any of the challenges you see on this page, including the league tables. If you fancy your chances at fame and fortune, here's what you do...

- 1 Pick your challenge, aim in the game and get your high score or time.
- 2 Take a picture of the screen with no flash. Taking it at an angle with the curtains drawn will help.
- 3 Or videotape your entry.
- 4 Write your name, address and score both on the photo or video tape and on a separate piece of paper.
- 5 Tell us how you scored your best time.
- 6 We may well print your top tips.
- 7 Also, pop in a recent snap of you looking daft.
- 8 Now post it to...

**Your Scores, NOM,
Angel House, 330-346
Coswell Road, London
E6 70P.**

7 Buy the mag to see if you've made it into our hall of fame. 8 Bag about your victory until you alternate all of your friends.

Points win prizes!

If your score comes top of one of our leagues you'll win a fantastic official Nintendo 64 Controller Pad to add to your collection.

Mega Challenge!

Get your zombie blasting head on and grab a Plasma rifle. It's Doom time and we're recruiting the best.



Go to hell!

First person shooters don't get any more frantic or scarier than Doom. And now that this adventure's on GB Advance we thought we'd set you a hell beast blasting Mega Challenge.

What you have to do...

To get into our Mega Challenge final you need to get the fastest time on Di, the final stage. Difficulty level should be set to Hey Not Too Tough. Take out the Barons, then tackle the Cacodemons before finally escaping from the bowels of hell. If you think you're really good you can charge past the enemies, but you might get a nasty surprise!

The Mega Challenge final

Only those who finish in the top four will make it to the final. The fastest Doom blasters will be invited up to MOM Towers for a vicious deathmatch to end all deathmatches. If you want to be in with a shout, there get that gun warmed up and head out into Hell.

Killing the four Barons in the first room is the toughest part. Try to use the Plasma rifle for this bit, but make sure you keep your distance from those mutants.

Remember to include a phone number with your entry. If we can't contact you you'll forfeit your place in the final. And leave Saturday April 13 free.



▲ You'll need to be a top gun to escape the bowels of hell in one piece.

Closing date and rules

- The closing date for this Mega Challenge is Friday March 8, 2002.
- The Mega Challenge final will take place on Saturday April 13, 2002.
- For the Mega Challenge final itself, we set the rules! The final will take place at a Doom GB Advance multiplayer setting of our choice.
- Shooters who cannot make the stated date for the final showdown will be disqualified and their place will be given to the fifth place contestant.
- The decision of the magazine is always final, so there!

In the event of a tie, the winner will be placed in a vote of dog head and the first mouse over the office more pixels out will be obtaining the top.

Advance Wars

Advance Wars is such a complex game that it may appear daunting at first. But with our expert tips you'll blow every enemy off the battlefield!



Contents

Prepare for battle

The art of war

- ✓ Basic tips
- ✓ CDS analysis
- ✓ Defensive strategies
- ✓ Master all the units
- ✓ Offensive tricks

Issue 107 News
Issue 110 Review

WE SAID "Advance Wars is a tour de force of finely honed gameplay and unparalleled link up action. A remarkable game in every respect."

Tips for beginners

Use the following information to advance your skills and to make the most of the game. It's a good idea to read these tips before you start a new game.



Use the arrow keys to move your units. Press the **Y** button to capture a unit.



Use the arrow keys to move your units. Press the **Y** button to capture a unit.



Use the arrow keys to move your units. Press the **Y** button to capture a unit.

Basic tactics of warfare

You'll be amazed at the amount of information which must be considered when you're out on the Advance Wars battlefield. If you want to beat your opponent you'll have to make the most of every round. At first the number of options you have can seem daunting. To help, we're going to ease you in with some basic pointers to help make you feel more at home commanding an army of deadly military vehicles.

Battle planning

When you begin a battle – before you move a single unit – you should take the time to analyse the situation which faces you.



Use the arrow keys to move your units. Press the **Y** button to capture a unit.



Use the arrow keys to move your units. Press the **Y** button to capture a unit.



Use the arrow keys to move your units. Press the **Y** button to capture a unit.

Commanding Officers

When you play the early stages of Advance Wars, four Commanding Officers will be available for you to choose from. Each Commander has their own individual strengths and weaknesses, as well as a unique CO Power for you to make use of. Their varied abilities will influence the tactics you use during titanic battles. Here are notes on each Commanding Officer's battle style. Use these hints to help decide which one's best for you. Check out Official Tips, which begin on page 58, to discover how to unlock other Commanding Officers.

Andy

1 SELECT

Mechanical wizard with good all-around skills.



Andy is an all-rounder and he does well in all battle scenarios. His CO Power, Hyper Repair, restores all units by 2 HP and increases their attack level by one.

Andy's great for newcomers to Advance Wars but you'll have to quickly counter the opposition's special abilities. For example, use indirect attacks against CIs with strong direct attacks.

Olaf

1 SELECT

Easily affected by the climate. Strong in snow, weak in rain.



Olaf's Blizzard CO Power makes it snow, restricting the movement of all opposing units. His own units are unaffected by snow and they also get boosted attack power.

However, Olaf's forces are badly affected if it rains. His CO Power doesn't give him much of an advantage. This makes Olaf hard to use and we don't recommend him for beginners!

Sami

1 SELECT

Sami is one of the toughest characters to use in Advance Wars. Her CO Power, Double Tank, gives her Infantry and Mech units one extra move space and all terrain move costs are reduced to one.



Sami is obviously good on maps which feature rough terrain. Her Infantry also capture bases quicker. Use this tactic to deploy loads of units, making up for Sami's poor attacks.



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Max

1 SELECT

Max's CO Power is Max Force. When used, all your ground units will have one space extra movement range and improved attacking abilities.



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The units

There are a huge range of vehicles and military weapons to command in Advance Wars, each one with its own special abilities.

It's important that you know each unit's strengths and weaknesses so that you can command your army efficiently and defeat the enemy quickly.

Land units

Infantry



Infantry have the lowest health of any unit. They can capture bases but have low firepower.



Infantry is a slow-moving unit but it can capture bases and is useful for taking out enemy units that are not too strong.

Mechanised Infantry



Mechanised Infantry have more health than regular Infantry but are still quite weak.



Mechanised Infantry are a good unit for capturing bases and for taking out enemy units that are not too strong.

APC



APCs are a good unit for capturing bases and for taking out enemy units that are not too strong.



APCs are a good unit for capturing bases and for taking out enemy units that are not too strong.

Tank



Tanks are a good unit for capturing bases and for taking out enemy units that are not too strong.

Recon



Recon units are a good unit for capturing bases and for taking out enemy units that are not too strong.

MD Tank



MD Tanks are a good unit for capturing bases and for taking out enemy units that are not too strong.



MD Tanks are a good unit for capturing bases and for taking out enemy units that are not too strong.

Anti Air



Anti Air units are a good unit for capturing bases and for taking out enemy units that are not too strong.

Mobile Artillery



Mobile Artillery units are a good unit for capturing bases and for taking out enemy units that are not too strong.

Rocket Launcher



Rocket Launchers are a good unit for capturing bases and for taking out enemy units that are not too strong.



Rocket Launchers are a good unit for capturing bases and for taking out enemy units that are not too strong.

Missiles



Missiles are a good unit for capturing bases and for taking out enemy units that are not too strong.



Missiles are a good unit for capturing bases and for taking out enemy units that are not too strong.

Naval units

Now we're going to take a look at monsters of the sea. On maps with loads of water, it's essential that you have a strong naval force. Being able to dominate the water will open up many new routes towards the enemy base making capture a lot easier.

Battle Ship



The Battle Ship is essential on maps with sea areas. Its indirect missiles have a longer range than land Missile units and can move five spaces. Now you can cause some real damage!



Place a Battle Ship at a port near the enemy base to destroy units clearing a path for a transport ship to bring in your infantry. You should also try to park an APC near it for ammunition.

Lander



The Lander is a naval transport vehicle. But this can serve as a durable ship. The suit can serve as a durable ship. The suit can serve as a durable ship.



It also boasts better defense than an APC. It can serve as a durable ship. The suit can serve as a durable ship.

Cruiser



A Cruiser's attacking abilities are limited because they can only fire at air units and Subs. However, they're the only thing aside from other Subs which can attack a submerged Submarine.



Because of its very specific uses, you'll not need to use your Cruisers very often. They can also be used to carry two Captains. But you won't find the Cruiser useful for much else.

Sub



The Sub is another extremely deadly unit. Its missiles have a very long range and can wipe out Battle Ships and Landers instantly. Best of all, these units can also dive under water!



Once submerged your Sub is invisible to enemies unless they're next to it. Place your Sub near an enemy port and destroy everything that they deploy. Subs are great when teamed with Battle Ships.

Air units

Air units are the most mobile in the game and, if used effectively, they can help you dominate the entire battlefield!

Fighter



With a couple of Fighters, the enemy will better have somewhere to hide their units because nothing is safe from these brutes. They can move six spaces and take down anything!



With such a huge movement range, almost nothing will be out of reach. But don't get too close to the enemy. A fighter can't fire on land targets so be careful you don't fall into any fatal traps.

Bomber



The Bomber has the strongest attack strength in the whole game. There are some units in Advance Wars other than the Battle Ship which can survive a full on Bomber attack.



The Bomber is a direct attack unit with a movement range of seven spaces. However, it's not able to attack other air units or units that are kept away from airborne enemy units during battle.

Battle Copter



Although the Battle Copters are the cheapest flying unit they're still very costly. They're not quite as reliable as Bombers or Fighters, but this is not a major problem.



A few Battle Copters can wipe out loads of land, sea and air units on their own. However, it's not a good idea to make a Battle Copter attack undamaged Fighters or Anti Air units.

Transport Copter



As you may have guessed, this is much like a flying version of the APC. But these units do the job better because they're unaffected by rough terrain. They can also withstand tank attacks.



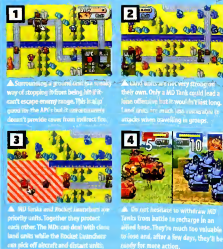
The Transport Copter is not perfect, though. It doesn't carry supplies for other units and it's weak when attacked by other air units. But it's definitely the best at what it does.

Defensive strategies

If you can't effectively marshal your army in the heat of battle then you won't win the war. That's why a good defensive strategy is essential.

Protecting land units

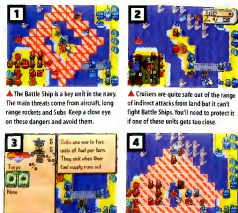
Land units will often make up the majority of your army so it's important that you look after them.



- ▲ A Battle Ship is a great way of protecting your army. It can take a lot of damage before being hit, and it can also take out enemy units. It's a great way to protect your army from enemy attacks.
- ▲ A tank unit is a great way of protecting your army. It can take a lot of damage before being hit, and it can also take out enemy units. It's a great way to protect your army from enemy attacks.
- ▲ A tank unit is a great way of protecting your army. It can take a lot of damage before being hit, and it can also take out enemy units. It's a great way to protect your army from enemy attacks.
- ▲ A tank unit is a great way of protecting your army. It can take a lot of damage before being hit, and it can also take out enemy units. It's a great way to protect your army from enemy attacks.

Keeping the navy afloat

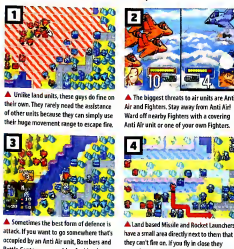
Your naval base is main threat comes from other water units and aircraft. It's always best to hit your enemies before they're too late.



- ▲ The Battle Ship is a key unit in the navy. The main threats come from aircraft, long range units and Subs. Keep a close eye on these dangers and avoid them.
- ▲ Cranes are quite safe out of the range of indirect attacks from land but it can't fight Battle Ships. It'll need to protect it from these dangers and avoid them.
- ▲ Cranes are quite safe out of the range of indirect attacks from land but it can't fight Battle Ships. It'll need to protect it from these dangers and avoid them.
- ▲ Cranes are quite safe out of the range of indirect attacks from land but it can't fight Battle Ships. It'll need to protect it from these dangers and avoid them.

Aircraft cover

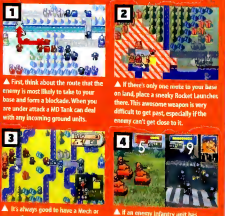
The air forces are different from other units in Advance Wars and one silly mistake can see them shot out of the sky.



- ▲ Unlike land units, these guys do fly on their own. They're really need the assistance of other units because they can simply use their huge movement range to escape fire.
- ▲ The biggest threats to air units are Anti Air and Fighters. Stay away from Anti Air. Ward off enemy Fighters with a covering Anti Air unit or one of your own Fighters.
- ▲ Sometimes the best form of defence is attack. If you want to go somewhere that's occupied by an Anti Air unit, Bombers and Battle Cruisers are capable of taking it out.
- ▲ Land based Missiles and Rocket Launchers have a small area directly next to them that they can't fire on. If you fly in close they won't be able to do anything about it!

Safe guarding bases

If the enemy captures your main HQ the battle will end, so make sure this dreadful situation doesn't come to pass. Here's how...



- ▲ First, think about the route that the enemy is most likely to take to your base and form a blockade. When you are under attack a MD Tank can deal with any incoming ground units.
- ▲ If there's only one route to your base on land, place a Rocket Launcher there. This countermeasure is very difficult to get past, especially if the enemy can't get close to it.
- ▲ It's always good to have a unit in your base that can take a lot of damage. Even if you only take away 1 HP, this will delay the capture by a day.
- ▲ If an enemy infantry unit has already begun capturing one of your bases, try to hit it with something deadly. Even if you only take away 1 HP, this will delay the capture by a day.

Offensive strategies

Winning in Advance Wars is not about having more units than your enemy. Brute force is not always the best way to get through your enemy's defensive units, especially when you're using Commanding Officers with

weaker attacking statistics. You will need to use well planned tactics if you want to penetrate the enemy lines and conquer the battleground. And if you're looking for some hot hints and tips, you've come to the right place.

Priority targets

This part of our intensive Advance Wars guide quite concentrates on attacking enemy units on the battlefield and by ones. Every set of numbers on your screen is a set of orders, making it quite easy to make mistakes. It's always better to take individual units. Master this, and you'll find winning and taking out every offensive army piece a cake, huh?



- ▲ The first way to get rid of a strong unit is to let it take a lot of damage. Pick your attacking unit first out of range and use it to take out the unit. This way you can protect each other on the battlefield.
- ▲ Another great method is to move units to parts, leaving each one while the other's attack range the whole unit. This way you can protect each other on the battlefield.
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Capturing enemy bases

If you capture the Enemy HQ you'll win the battle no matter how quickly you do it, or how big the opposing army is.

In many battles the enemy force will be many times larger than your own, making this type of victory your only option.

So how do you overcome an army which is stronger and more powerful? At first it may seem an impossible task but, with a few essential units and some well planned moves, their base will be yours for the taking.



- ▲ First you must plan your route. Decide whether you'll get your army in by land, sea or air and from which direction. You will obviously want avoid battles as much as possible.
- ▲ If the enemy base is positioned near the sea, you have the added bonus of being able to use fearsome Battle Ships. Their long range fire can pick off units to make way for a land attack.
- ▲ If you find two routes into a base, you can send units one way to divert attention from a transport which is approaching from the other side. Work best with air assistance.
- ▲ If it's possible to use a Leader to infiltrate the enemy base, it's a quite often the best option. With this you can pack an Infantry, and a Tank or Rocket Launcher, for protection.

Go forth, war veterans!

Now use all that you've learned to conquer the battlefield. The possibilities in Advance Wars are endless, so send in your own war strategies to our Tips and you may see them in the magazine!



Mega Challenge Final

The UK's best Mario Kart Super Circuit players descended on NOM Towers for the first Mega Challenge final of the year. But who finished first...?



The challengers

We had hundreds of entries for this Mario Kart challenge, but ultimately only four gamers could be chosen for the final. Jay Kathwadia from Chingford in London had the best record with a blistering time of 0:52:23 on Cheese Land, Flower Cup, 150cc.

But the question we all wanted answered was whether he could repeat his stunning performance and go on to win the Mega Challenge final. Jay and three other finalists came head to head on Saturday 12 January, but before we tell you what happened, let's meet them....



Jay Kathwadia

Age 13
From Chingford, London
Favourite racer
Princess Peach
Mario Kart tactics
Dragging items behind the kart so that if you get clobbered it takes out the weapon and not you!



Andrew Watson

Age 20
From South Shields
Favourite racer
Princess Peach
Mario Kart tactics
Using Mushrooms just before jump pads to cut corners and slice seconds off your time



Martin Watson

Age 26
From Leytonstone, London
Favourite racer
Donkey Kong
Mario Kart tactics
Using Mushrooms to blast high over other racers and find the game's sneaky shortcuts



Tim Booth

Age 13
From Shrewsbury
Favourite racer
Toad
Mario Kart tactics
Using any method to get to the front and holding a weapon behind your kart for extra cover



The Mega Challenge final

The Mega Challenge final was a one off drive to the death on Battle Course One, so each racer needed to be on top form to win the day.

After choosing their racing characters the guys stormed off to a frantic start, grabbing any wily weapons they could get their grubby hands on. After being hounded by Jay early on.

Martin's Donkey Kong was the very first to lose all three balloons.

But despite that success, Jay was next to drop out of the championship, leaving Tim and Andy to fight it out to the end.

And it soon came as a well placed banana dished poor Andy's dreams of victory. Tim was the winner!



Prizes galore

Tim Booth may have won the Mega Challenge final, but the other skilled Nintendo gamers weren't going to go away empty handed either travelling from all corners of the country.

In addition to a top Game Boy Advance title, each of the challengers got some great WWF toys and GB peripherals. Not bad prizes, especially as they lost!

But lucky old Tim got copies of the awesome Advance Wars, Donkey Blocks and Super Street Fighter II Turbo Revival, plus a year's subscription to Nintendo Official Magazine.



Are you up for it?

With the next GB Advance Mega Challenge just weeks away, you'd better get practicing your shooting skills in Doom.

You'll find all the details you need on page 64, so start blasting those hell beasts and send your entries to the usual Nintendo Official Magazine Your Scores address.

Imagine, you could be a winner just like Tim and go home with a bulging bag of prizes, even if you end up a sorry loser!



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Who does what

Editor Tim Street
Deputy Editor Richard Marsh
Deputy Art Editor Mark Sennett
Staff Writer Dominic White
Game Illustrations Joe Roberts

Thanks to Zeta Pappagritz, David McComb, James Smith, Michael Jackson, Maura Sattori, Aaron St.

Reviewers James Hinchey, everyone at Cate, Bo Takeda, Battle Academy, Emily Bell, Simon Smith, Wright, Lisa Kettle, Helen Dobson, Chris Gower, Cat Chaverton, Claire Aston, Kate Ward, Gwilym Lewis, everyone at Gamecity, Mike Hurling, Suzanne Porter, Mark Allen and Paul Robinson.

Publishing
Publisher Gail Gargan
Systems Manager Lindsay Perkins

Advertising Director
Julie Dwyer, 01778 561761
juli@dwyerpublicity.co.uk

Design by A.D. Collier Ltd
Designed by St Leo, Andover

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emap active



It's a special Pokémon Centre this month because we've managed to get our grubby mitts on a Pokémon Mini and games!

Send all your Poké stuff to:
Pokémon Centre
Nintendo Official Magazine
Angel House, 338-346 Goswell
Road, London EC1V 7QP

Game Info

By: Nintendo
Price: TBC
Release: March 2002

Pokémon Mini is go!

It's just over 7cm tall and the carts are half the size of a GB Advance's! But gram for gram, the Pokémon Mini is still a gaming powerhouse.

Due for launch in March, the Pokémon Mini is the latest portable console from Nintendo. The launch of the machine will coincide with the release of four games, each one with a Pokémon theme. All the titles have instant pick-up and play appeal, and are perfect for passing the time during boring car journeys. Take a closer look...

Vital statistics

| | |
|--------------|-------------|
| Weight | 65 grams |
| Height | 73mm |
| Width | 55mm |
| Depth | 20mm |
| Power Source | AAA battery |
| Screen Size | 10mm x 20mm |



Measurements in mm



The mini machine

Removable battery
The Pokémon Mini contains a cool built-in removable battery.

Infra red port
Information can be exchanged using the infra red port on top of the miniature console.

Start button
Despite its small size, the buttons at Nintendo have managed to include a shoulder button for advanced gaming options.

Directional buttons
These are the console's main action buttons.

Power button
To ensure your battery lasts as long as possible, the machine will cut out after a period of inactivity.

D Pad
As you'd expect, this is the pad to move your mini characters and select gaming options.

Reset button
If you've made a mistake, it's easy to quit back to the title screen, hit this button.

The Pokémon Mini games



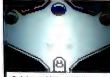
Pokémon Zany Cards
Card games with a Poké twist! Such a tricky finding pairs while others, such as Four Kings, play like Pokémon. Some games support up to five players.



Pokémon Party Mini
Tons of mini games, such as Charney's (a battle where the same Pokémon is used), and Himezard's (a board game where you have to shake the console).



Pokémon Puzzle Collection
This one's tailor made for gamers who love brain teasers. There are over 80 puzzles, ranging from the nice and easy to the downright evil.



Pokémon Pinball Mini
Get to grips with 10 boards. The great thing is that you can play the game with just one hand! Just don't play while driving or skateboarding.

The game carts

The game carts for the Pokémon Mini are absolutely tiny. They're literally half the size of a Game Boy Advance cart, and light as a feather too. Despite this there's a lot of fun crammed into each cartridge.

The game carts will go on sale at the same time as the machine, and we've been assured that the games will cost no more than £10.



We think...

Just when we thought it was all going quiet on the Pokémon front, up pops Nintendo with a brand new console and four games designed to entertain Pokémon fans the world over. And with the Pokémon Mini at under £35 and games under a tenner, it should go down a storm with the Pokémon massive. Check back next month for a full review...

BLAG FEST

This month we're giving away copies of the awesome GB Advance game Golden Sun, new Pokémon videos, Corinthian Pro Stars figures and a whole load of Pooh. Yes!



Golden opportunity

Golden Sun is the best Game Boy Advance RPG around and we know you'll love it as much as we do. We've teamed up with our good pals at Nintendo to offer three copies of Golden Sun this month. All you have to do is answer this simple question...

Q How long does it take the Earth to revolve around the Sun?

- A One year
- B One month
- C One day

Return of the Mew

Mewtwo's back in this sequel to the first Pokémon film, Mewtwo Returns The Movie is out now to buy on VHS but, thanks to Warner Home Video, you can get yourself a copy for the price of fresh air.

Q What attack does Mewtwo learn at Lv 99 in Pokémon Gold, Silver and Crystal?

- A Recover
- B Barrier
- C Safeguard



Hunny heaven

It may be strictly for the kids, but Pooh & Tigger's Hunny Safari is a cracking little platform adventure filled with fun and frolics. Thanks to the guys at Ubi Soft you can get your paws on one of five copies of this Game Boy Color quest if you can answer this...

Q Where do Pooh, Tigger and their furry friends live?

- A The Hundred Acre Forest
- B The Hundred Acre Wood
- C The Hundred Acre Farm



We're on the ball

The World Cup is coming whether you like it or not, so we've decided to get you warmed up for the competition by giving away three ace Corinthian Pro Stars models. We've got 15 sets of fantastic figures to give away, thanks to the generous folks at Vivid Imaginations. Just answer this...

Q Which of the football teams listed below is not in England's World Cup group?

- A Nigeria
- B Germany
- C Sweden



How to win ▶

The closing date for all competitions is 14 March, 2002.

Nintendo News

☒ We promise to bring you the best info on GameCube, GBA and all Nintendo News. We tell you the news before anyone and all our stories are guaranteed 100% correct by Nintendo.

GAMECUBE

007 Agent Under Fire **p88**
18 Wheeler **p88**
Resident Evil p92
Soccer Slom **p89**

StarFox Adventures **p86**
Turok Evolution **p82**
Vexx **p91**
WWF Wrestlemania X8 **p89**

GAME BOY ADVANCE

Broken Sword, Shadow of the Templars **p90**
Sheep **p90**
The Scorpion King **p87**

Tony Hawk's Pro Skater 3 **p87**
V-Rally Advance **p94**
Plus all the latest Nintendo news from around the world.

Game Info

By: Nintendo
Type: Launch info
Release: 3 May



GameCube Launch

• 3 May launch • £150 for GameCube • £35-40 for games

After months of feverish speculation, Nintendo has finally laid all wild rumour mongering to rest and announced that its GameCube console will launch in the UK and Europe on Friday 3 May.

This is great news, of course, but the real deal maker is the price, with the GameCube retailing for around £150. This is £50 less than Sony's PlayStation 2 and a full £100 less than Microsoft's X-Box. And the good news doesn't stop there...

GameCube titles such as Luigi's Mansion and Wave Race Blue Storm will set for around £35-40 each. This price point represents real value for money, especially when you consider the strength of Nintendo's launch games.

The Cube will arrive in the UK with over 20 titles, the biggest number of games ever for a console launch. GameCube highlights will include Luigi's Mansion, Wave Race, Tony Hawk's Pro Skater 3, Rogue Squadron II, ISS2 and Super Monkey Ball.

On 24 May both Super Smash Bros. Melee and NBA Courtside 2002 will join the launch titles, soon to be followed by Pikmin, Eternal Darkness, StarFox Adventures and Resident Evil. In fact, by summer 2002 there should be a library of over 50 titles in the GameCube's formidable arsenal.

Who said that Nintendo lacks the quality and quantity to emerge as the console king...? Not us, especially when you consider that both Mario Sunshine and a Zelda adventure are due to debut on the GameCube later this year.

In a related announcement, Nintendo also confirmed the cost of a GB Advance will drop by approximately £10. And while Nintendo doesn't set the price of GBA games we're expecting most titles to drop to under £30 in the near future. Also, the much lauded GBA and GameCube connectivity will kick off on 'Cube launch day with Sonic Adventure 2 Battle, which can connect with Sonic Advance for enhanced gameplay options.

The news at a glance

You've been waiting a long time for this happy GameCube news, so here's all the important information you need...

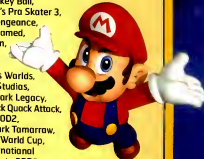
| | |
|---------------|--------------|
| Launch date | Friday 3 May |
| Console price | Around £150 |
| Game price | Around £35 |

Number of consoles for launch
500,000 across Europe on launch day, with a further 500,000 during the following eight weeks

Launch colours
GameCube – Purple and Black
Controller – Purple, Black and Purple/Clear

Nintendo launch titles
Wave Race Blue Storm, Luigi's Mansion

Third party launch titles
Star Wars Rogue Leader Rogue Squadron II,
Sonic Adventure 2 Battle,
Super Monkey Ball,
Tony Hawk's Pro Skater 3,
Batman Vengeance,
Tarzan Untamed,
Spider-Man,
Burnout,
Crazy Taxi,
ISS2, Tetris Worlds,
Universal Studios,
Gauntlet Dark Legacy,
Donald Duck Quack Attack,
NHL Hitz 2002,
Batman Dark Tomorrow,
2002 FIFA World Cup,
ESPN International
Winter Sports 2002,
Dave Mirra Freestyle BMX 2



▲ No Mario on launch day, but he'll be here soon enough!

We think...

We've waited a long time for this news, and we have to applaud Nintendo for ensuring that the GameCube will be affordable and complemented by an unbeatable launch line up. Add to that the promise of more triple 'W' titles before the end of the year and you're looking at the Nintendo difference in full effect.



A bunch of dinosaurs won't do much outdoors, but will prove its turok slaying its way through dark, claustrophobic corridors.



A dinosaur attack is scary, but sometimes you may want to kill it. It's a way to keep things from getting any of the other dinosaurs out there if he wants to do it. It's a way to keep things from getting any of the other dinosaurs out there if he wants to do it.

Game Info

By: **Acclaim**
Type: **Shooter**
Release: **TBC**



The original Turok Dinos or Hunter brought a classic hunting style to the Nintendo Gamecube and spawned three successful sequels. However, for many, it's not the only one. The original Turok Dinos or Hunter brought a classic hunting style to the Nintendo Gamecube and spawned three successful sequels. However, for many, it's not the only one.

But the Gamecube is not ready for a first-class Turok game, and so we're not. The original Turok Dinos or Hunter brought a classic hunting style to the Nintendo Gamecube and spawned three successful sequels. However, for many, it's not the only one.

With that in mind, we have to go back to the original Turok Dinos or Hunter. The original Turok Dinos or Hunter brought a classic hunting style to the Nintendo Gamecube and spawned three successful sequels. However, for many, it's not the only one.

Turok Evolution

● Exclusive first play ● Dinosaurs return ● Advanced enemy intelligence ● New play styles

The twisted plot

Turok Evolution is a prequel to the first game in this classic series. The game's sharp shooting hero, the fearsome Tal'Set, is fighting his sworn enemy, Captain Tobias Bruckner, in Texas during 1886.

While they're battling a mysterious portal appears, transporting Tal'Set to the Lost Land. This strange place is in the grip of a fierce war waged by Lord Tyrannus and his reptilian army. Tal'Set is drawn into the conflict, only to discover that Captain Bruckner is also in the Lost Land, fighting for Tyrannus.



▲ There are wars, stunning set pieces in the game which will take your breath away. Turok Evolution is already shaping up to be one of the Xbox's best games.



▲ Turok's trusty bow is the most primitive weapon he uses. But when he loads it with explosive arrows, this beautiful piece of kit can destroy even the biggest monster.



▲ Mighty war planes over the Lost Land? What the hell's going on in Turok Evolution...

Bad ass dinosaurs

Lord Tyrannus and his army are intelligent reptiles with a natural talent for waging war.

They use the Lost Land's huge dinosaurs for transport, loading them up with missile launchers and cannons. So as well as fighting Tyrannus' troops you'll also have to see off the unwanted attentions of the free roaming dinosaurs. In fact, this massive blaster features 32 different types of enemies.



▲ When exploring the Lost Land you'll have to keep your eyes peeled for free roaming dinosaurs. They're nasty!



▲ Tyrannus' troops have harnessed the power of the dinosaurs, using these massive beasts to carry guns and other weapons. This monster is just like a living, breathing tank.

A living world

The eco developers of Turok Evolution have gone to incredible lengths to breathe life into the Lost Land.

Every bush, plant and tree in the game moves independently, so it's vital that you keep an eye on the foliage at all times as rustling leaves could indicate an ambush from a Raptor or one of Tyrannus' henchmen. The game also allows you to gun down trees in the environment, making them fall and crush hapless enemies on the forest floor.



▲ Keep an eye on the foliage. If you see leaves rustling it could mean that you're about to be attacked by a dinosaur. ▲ Like in previous Turok games, you're also able to use a sniper sight to spy on distant targets. This dinosaur looks harmless, but blast it away!

Intelligent life

First person shooters stand and fall on the intelligence and cunning of their enemies.

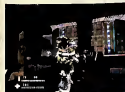
And even though the version of Turok Evolution we played was early, it's obvious that a lot of hard work has already gone into creating an army which will challenge even the most hardened player. The game uses a new Artificial Intelligence system called Squad Dynamics which allows foes to use realistic prior movements, decoys and lone snipers.



▲ With improved intelligence and cunning, this ugly beast will be even harder to defeat.



▲ These monsters are sticking together for protection, but sniper Turok's genius picks them off.



▲ The Squad Dynamics 'system' means that the enemies are much more difficult to hit.



▲ A good tactic is to blow away enemies from a distance before they even know you're there!

Super fly guy

For the first time in a Turok game you'll be given the chance to reach for the skies.

Tal'Set can control a huge flying dinosaur called a Pteranodon. Using this big bird is a fantastic way to explore the huge levels, and even engage in some vicious dogfights using the Pteranodon's awesome cannon and homing missiles.



▲ For the first time in a Turok game you'll be given the opportunity to fly around the levels.



▲ The Pteranodon is loaded with meaty weapons, so expect the odd dogfight or two.



▲ Using this flying beast is a great way to see the levels from a brand new perspective.

Bring out the big guns

Big ones, small ones, heat seeking ones and weird ones. You name a gun and Turok Evolution has it! As before, many of the weapons have secondary functions. For instance, the sniper rifle can be turned into a general purpose semi automatic. Other snaky guns on offer include the Gravity Disrupter Bomb and the Swamp Bore, which is a more powerful version of the controversial Cerebral Bore from Turok 2.

► Turok Evolution may be set in the past, but it certainly doesn't mean that the guns are any less powerful.



► Dinosaur cages the Lost Land, but we noticed Tyrannus' troops are the perfect assistants in the whole game.



► There are loads of new challenges, so even seasoned Turok fans will find plenty of fun in this GameCubicle Blast.



We think...

A welcome return to the game's roots which the coders hope will bring Turok to the forefront of the FPS scene. From what we've seen, they're on the right tracks.

Game Info

By: Electronic Arts
Type: Shooter
Release: TBC



007 Agent Under Fire

● Three gameplay modes ● Multiplayer focused ● Guns, gadgets, grenades and girls!

Bond is coming back to Nintendo! Everyone's favourite sharp shooter is 'Cube bound and early shots suggest that a classic tuxedo bursting adventure is on its way. This is the first Bond game to boast its own story, so we're expecting something very special.

As with previous Bond games, Agent Under Fire is primarily a first person shooter. But there's a twist. In addition to the shooting sections where you view the action through Bond's eyes, the game also offers third person driving levels. These feature some of 007's most famous motars, including his Aston Martin DBS and BMW Z8, each vehicle reloaded with the Q Branch weapons and gizmos you've come to expect.

The game's plot is your normal 'stop an evil overlord with ambitions to take over the world' type of story. But from what we've seen and heard the adventure's ten levels are all extremely well designed, mixing stealth and all out blasting while putting Bond's legendary arsenal of guns and gadgets to good use. Also making guest appearances will be many of Bond's arch enemies, although Electronic Arts are keeping tight lipped about specifics.

Like Bond games before it, Agent Under Fire also focuses on delivering top class multiplayer action. And with the inclusion of smart computer bots and a silky frame rate, EA might have a 'Cube winner on its hands.



▲ The guys on the lower floor are in trouble, but the sniper on the balcony hasn't even spotted the person next to him!
▲ Agent Under Fire was a massive hit on the PS2, so you can imagine how cool and exciting the 'Cube version will be.

We think...

Like rail strikes and comfortable underpants, Bond will never go out of fashion. Agent Under Fire was a hit on the PS2, so we can't wait to sample another slice of Bond on Nintendo's GameCube.

▲ All the enemies in Agent Under Fire are super intelligent, so expect to bite the dust many times as you get used to the spawning levels.

18 Wheeler American Pro Trucker

Breakers, breakers... calling all truckers! We've got some shots of this fly rising around bit 18 Wheeler American Pro Trucker!

Prepare to handle 'nigh' America, from New York to California, as you go 'nigh' long 18 wheeled motorcade. It's a g'nigh... should limit loading. Back on and guide your beast across America, and electric... through America, making use of your cargo to take it to the destination time. And... if that wasn't enough, you will even see things other... lucky... quid... More on 18 Wheeler soon!



▲ The single 18 Wheeler American Pro Trucker is a...
▲ The single 18 Wheeler American Pro Trucker is a...

Soccer Slam



If you're tired of football games trying to be as accurate as the real thing, then Soccer Slam could be for you.

Two teams of four players head on in a fast-paced, high-powered battle. The game is a mix of soccer and action, with players using their abilities to outmaneuver their opponents. The game is a mix of soccer and action, with players using their abilities to outmaneuver their opponents.



WWF Wrestlemania X8

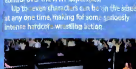
Game Info

By: THQ
Type: Wrestling
Release: TBC



It's the news that all wrestling fans have been waiting for. The WWF is definitely coming to GameCube in a brand new title from the developers of Smackdown.

WWF Wrestlemania X8 is set to feature a healthy selection from the current WWF roster and will also include, for the first time, a mixed gender match. It's a mix of action and strategy, with players using their abilities to outmaneuver their opponents.



We think...

It's taken a long time to see shots of this game, but it's been worth the wait. Wrestlemania X8 has all the makings of an instant classic, with enough action to keep even the most avid wrestling fan happy.

Broken Sword

Shadow of the Templars

Game Info

By: Bami
Type: Adventure
Release: March

More screen shots • Brand new game information • Detailed story



▲ It's time! Head south and enter the castle via the castle.



▲ There are lots of puzzles to solve.



▲ Every step of the journey is golden!

Following last month's exclusive Broken Sword news story we've managed to uncover more information on the game's twisted plot.

The story goes much deeper than it's simple act to solve the mystery of the clown bomber, instead, it goes all the way back to the fourteenth century.

The game begins with a clown setting off an explosion in Paris. As he flees, the bomber drops manuscripts which our hero, George Goodbair, picks up. The manuscript was created by the Knights Templar and it tells where the source of their legendary power has been hidden for the last 600 years.

The bad guys in the game intend to harness the power of the Knights Templar and use it to their evil ends. Now it's up to George to stop them.

Developers Band promise that there are some other returns hidden in the game which are exclusive to the GBA. This can't seem to be brimmed with quality.



▲ The graphics are excellent, so we hope it plays well.



▲ Make to this your first point on your travel on this.

We think...

Broken Sword is overflowing with great ideas, dazzling graphics and awesome gameplay. Hang onto your hats because we'll have a full review in the next issue of NME.

Sheep

Fans of the classic TV show One Man and his Dog pay attention! The Game Boy Advance is getting its own sheep herding game.

Choose to control a selection of sheep dogs or sheep; play and guide the hapless wool machines back to their pen where they belong.

The game takes place over 27 increasingly tough levels.

Your only objective is to get the required number of sheep into the truck at the end of each stage.

How you guide the animals to their destination is entirely up to you, but you'll have to work fast and keep a careful eye on your woolly flock or you'll lose.



▲ Sheep herding on the Game Boy Advance. What will they think of next?



▲ Aren't the characters cute? Let's just hope that the herding gameplay matches the hilarious visuals.



▲ All Vexx has for protection is his magic laser. Get yourself a gun, mate!



▲ New adventure • Huge levels • Open ended gameplay

Game Info

By: Accolade
Type: Adventure
Release: TBC

During our visit to Accolade's Austin Studios we had the chance to go hands on with Vexx, a brand new GameCube adventure in the same vein as Banjo Toad with massive, open ended levels and characters with, well... character.

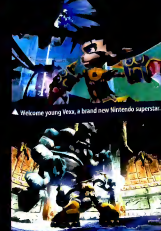
Vexx is the dark haired hero of this quest. His home on planet Astara has been shattered by the arrival of Dark Vexx and his army of underlings. Vexx captures all Vexx's friends, sending them to the mines surrounding his village.

Armed only with a mystical pair of talons, Vexx sets off to kick Vexx's ass and free his fellow villagers. This task involves romping through 18 different levels which include arid deserts, mysterious temples, tree top villages, dingy caves, underwater cities and brooding volcanoes.

What sets Vexx apart, even in its early stages of development, is the attention to detail seen throughout the game. The title boasts real time wind which interacts with both Vexx and his world, and real time lighting which allows for the gradual progression from day to night, radically changing how the levels feel and affecting the mood and behaviour of certain characters.

We think...

Vexx is trying to capture the spirit of a Rare adventure which is fine by us, but only if the game brings something new to the party. But it looks as if the developers are trying hard to do this. Expect a playtest later this year.



▲ If the graphics are this good in the finished game... bad

Fast News

Fatalities coming soon to a Nintendo GameCube near you

The latest installment in the Mercenary Combat beat 'em up series has been tentatively titled Deadly Alliance and is set for a 2002 US release. Deadly Alliance is said to feature brand new characters, locations and a whole new combat system, although the much loved Fatalities will remain, but with impressive next gen detail. Sounds very messy to us!

The Big N say no to import 'Cubes

Nintendo has recently clamped down on the sale of import GameCubes. Respected import shop, CEJ, was the first to feel the heat from Nintendo's lawyers, with a request to remove all GameCubes from their shelves. Nintendo's action is motivated by concerns that because the European Community owners are not covered by European legislation which protects consumers if problems arise with the machines. Additionally, import owners cannot make use of Nintendo's own product support.

Logic 3 is ready to bring the bass to your Nintendo GameCube

The GameCube has awesome audio capabilities, with games such as Rogue Squadron II beating new ground in videogame sound. Our friends at Logic 3 have taken a sneak preview of their GameCube SoundStation3, an affordable speaker system that'll ensure you get the most from your Cube's sonic capabilities. It'll fit ships around \$150 and retail for £39.99.



Mass brawling in a true Japanese style

Game Boy down in the first GameCube offering from Japanese developer Irem are the looks like great fun. The idea is to battle through right action packed levels which are crawling with characters who are desperate to fight you. The four playable characters can use up to 70 weapons and with light screens containing hundreds of enemies, you'll certainly need them.

MX 2003 means more thrashing motorbikes on the GameCube

General motorcycle based biker boy Ricky Carmichael, is on his way to GameCube. The THQ developed bike game offers gamers the choice of freestyle tricking and out and out racing.



▲ The flamethrower weapon looks more realistic than ever. You've fired some charged-up bombs...



▲ It won't be long before they're under the skin. You're looking for a fight!



▲ The Hunters will slash your head off your shoulders using their sharp claws. Get the hell out of there!

Resident

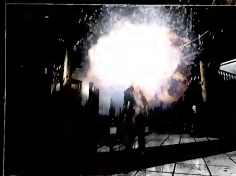
Game Info

By: **Capcom**
Type: **Adventure**
Release: **TBC**

● More new screens ● Storyline added ● Five games for 2002

Great news for Nintendo fans! Capcom has promised five GameCube Resident Evil titles for 2002. Four of these survival horror adventures will be remakes of classic Resident Evil titles, with the fifth release being the eagerly anticipated prequel, Resident Evil Zero.

We've managed to unearth more new screen shots showing the upcoming movie, with the brave S.T.A.R.S. members looking mighty scared. New close-ups of the Hunters and zombie dogs have also chimed, making us more excited.



▲ The mansion's entry hall leads to dozens of different rooms, each packed with puzzles.



▲ The lighting effects are truly amazing.



▲ You'll explore outside the mansion, too.



▲ Just run away from the evil Hunters.



▲ It's very difficult to know who to trust.



▲ A zombie dog in the hall? This didn't happen in the PlayStation original.

Evil

The S.T.A.R.S. team

Although there are loads of characters to find and interact with in Resident Evil, only two are playable. Time to say hello to S.T.A.R.S. agents Chris Redfield and Jill Valentine.



Chris Redfield

Chris Redfield is an ex-air force pilot. He was kicked out of the military before joining the S.T.A.R.S. team and being sent to the Arklay Mountains in Raccoon City to investigate the mysterious goings on in Resident Evil.



Jill Valentine

Jill is also a member of the S.T.A.R.S. team. She is a little smarter than Chris and can carry more items. She's also pretty handy with lock picking tools. Resident Evil is much easier to complete when you play as Jill Valentine.



We think...

Five Resident Evil games in one year! We hope we don't end up suffering from Resident Evil overload, or run out of clean pants before the end of 2002.

Horror movie

In case you hadn't heard already, a big Hollywood movie based on the Resident Evil series is being filmed as we speak. The movie stars Milla Jovovich (the good looking one off The Fifth Element) and follows her attempts to stop the effects of the T-Virus when it leaks into an underground laboratory. The movie isn't based directly on any of the Resident Evil games, but it will feature some of the best monsters from the series.



▲ The Resident Evil movie will be packed with thrills and chills, just like the classic videogames.



▲ The zombie dogs look more gross than ever, so don't expect the movie to get a PG certificate!



▲ Milla Jovovich is certainly easy on the eyes, which makes a nice change in the world of Resident Evil.



▲ The actors are by far the scariest monsters in the Resident Evil series, and they look scariest in the movie.

By: Infogrames
Type: Driving
Release: June



● Rally action on GB Advance! ● Over 40 tracks ● Head to head racing

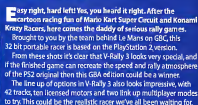


▲ From the seaside to dusty forest trails, this rally experience will take you across many different types of terrain. Let's just hope that the V-Rally 3 developers manage to get the car handling spot on.



▲ V-Rally 3 is by far the most impressive looking *Gari-Boy Advance* racer we've seen. Let's hope that the game comes up trumps in the playability stakes, too.

▲ There's an incredibly sharp right hand bend just up ahead. Now it's time to hit that hairpin and give those spectators something to remember!



▲ This is an offshore film down by the ocean at night.

There is no ordinary drive down by the coast as there are plenty of tight bends to ease your rally monster around.

We think...

After a wave of poor racers, the GBA is really coming into its own.

112 **Subaru V-Rally 3**
Alongside GT Advance, V-Rally 3 could be an ideal racing title for

could be an item facing fire for anyone who's mad about motors.

We think...

After a wave of poor racers, the GBA is really coming into its own. Alongside GT Advance, V-Rally 3 could be an ideal racing title for anyone who's mad about motors.

NOM Battle Cards

Whether you go mad for Mario, mental for Mewtwo, bonkers for Bowser or crazy for Kirby, you'll love the free Nintendo All Star Battle Cards that came free with this month's NOM. There are 30 cards in total, each with four categories. But if you're unsure how to play the game, here are some valuable pointers...

- Deal out the cards so each player has the same number
- Each player takes it in turns to select a Battle Star and shout it out.
- The person with the highest number for Fame and Strength wins the round and picks up the losers' cards. The same goes for the Consoles (check the number of times that characters appeared on a Nintendo game machine (Nintendo Entertainment System (NES), Super NES, Game Boy, etc.), including (GBA), Nintendo 64 and GameCube).
- If you pick the Debut Battle Star, the year that character made their Nintendo debut, the person who has the earliest year wins the round.
- To win the game you have to collect every Battle Card and leave your opponents with nothing. This isn't as easy as it sounds!



| Dietary Status | |
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| Dietary | 198 |
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| Strength | 17 |
| Control | 5 |



| Wattle Seats | |
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| Power | 18 |
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| Control | 2 |



| Year | 1994 |
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